

World's
N°1
Best Seller
- OFFICIAL

MIGA ACTION

**2 HUGE!
DISKS!**

DISK 1

● **BODY BLOWS
GALACTIC**

Ooh, you don't
want to buy
the mag if it
doesn't have a
disk, do you?

DISK 2

● **FURY OF THE FURRIES**
● **BALDY**

Storm to the
counter and
DEMAND your
coverdisk now!
Quickly!



AFTER ENCHANTIA...

UNIVERSE

**MONSTER HIT
OR UNIVERSAL FLOP?**

QUIMPRESS
INTERACTIVE

ISSUE 54 FEBRUARY 1994 £3.95 Hfl 17.95

PLUS ● **COSMIC SPACEHEAD**
● **INNOCENT** ● **LAMBORGHINI**
● **JURASSIC PARK SOLUTION!**
EXCLUSIVE! MORTAL KOMBAT II



02>

PRINTED IN THE UK

[illegible]

COMMODORE AMIGA A600 AWARD WINNERS PACK 1/0



WITH SPACE ACE, KICK OFF 2, POPULOUS, PIPEMANIA, DELUXE PAINT 3 & LEMMINGS GAME BUILT-IN TV MODULATOR, WORKBENCH 2.0, 1 MEG RAM EXPANDABLE TO 10 MEG, MOUSE, 1 YEAR IN-HOME SERVICE WARRANTY

179.99

CHELMSFORD CLUB SHOP OPEN 10am 'til 8pm 7 DAYS A WEEK



**43 Broomfield Road,
Chelmsford, Essex.**

(Just round the corner from the Bus Station)

SCART TELEVISION / MONITORS



**SONY
KVM1400 14"
FST COLOUR
TV/
MONITOR+
REMOTE
CONTROL.
60 CHANNEL
TUNING, REAR
LOOP AERIAL.**

SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

**FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE OR SNES).
FREE £10 SPECIAL RESERVE GIFT VOUCHER**

SONY TV (GREY)194.99
SONY TV (WHITE)194.99
SONY TV + FASTEXT249.99



**COMMODORE
1084S
COLOUR
MONITOR
FOR ANY
AMIGA**

STEREO SOUND, OFFICIAL UK VERSION INCLUDES AMIGA MONITOR LEAD AND 1 YEAR WARRANTY.179.99

PRINTERS

CITIZEN SWIFT 90C COLOUR PRINTER
9 PIN, 80 COLUMN, 240CPS/54NLQ, 6NLQ FONTS, 2 YEAR WARRANTY, FREE PRINTER LEAD, A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS.164.99

CITIZEN SWIFT 200C PRINTER + COLOUR KIT
24 PIN, 80 COLUMN, 216CPS/72LQ 6 LQ/1 DRAFT FONT, AUTO SET FACILITY, INPUT DATA BUFFER, AUTO PAPER LOADING, ENVELOPE PRINTING, 2 YEAR WARRANTY/FREE PRINTER LEAD.199.99

EPSON LQ100 PRINTER
24 PIN, 80 COLUMN, 250 CPS/72 LQ, 8 FONTS (2 SCALEABLE), QUIET 50DB NOISE LEVEL, EASY TO USE CONTROL PANEL, FREE PRINTER LEAD, 1 YEAR WARRANTY, EXCEPTIONAL QUALITY LOW COST 24 PIN PRINTER164.99

PANASONIC KXP2123 COLOUR PRINTER
24 PIN, 80 COLUMN, 192 CPS/64LQ, 7 FONTS (1 SCALEABLE), EXTREMELY QUIET 43.5 DBA NOISE LEVEL, FREE PRINTER LEAD, 1 YEAR WARRANTY, ONE OF THE QUIETEST DOT MATRIX PRINTERS ON THE MARKET214.99

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac.

COMMODORE A1200 DESKTOP DYNAMITE PACK



WITH WORDSWORTH 2.0 AGA WORD PROCESSOR, DELUXE PAINT IV, PRINT MANAGER, OSCAR AND DENNIS. MOUSE, TV MODULATOR, 2 MEG RAM EXPANDABLE TO 10 MEG, 32 BIT 68020 14 MHz PROCESSOR, AGA GRAPHICS CHIPSET, 1 YEAR IN-HOME SERVICE WARRANTY. PLUS LEMMINGS &

ELITE 2

OUR NUMBER ONE AMIGA GAME

319.99

**FOR A FREE 12 PAGE
COLOUR CATALOGUE
PLEASE CALL
0279 600204**

COMMODORE AMIGA CD-32 CONSOLE



WITH OSCAR AND DIGGERS GAME. PLUS WING COMMANDER & DANGEROUS STREETS. CD BASED CONSOLE WITH AMIGA A1200 POWER, 256,000 COLOURS FROM 16 MILLION, FAST 68020 PROCESSOR, 2 MEG RAM AND 11 BUTTON JOYPAD. PLAYS AUDIO CD'S AND CD+G DISCS. FULL MOTION VIDEO ADAPTOR AVAILABLE.

285.99

CHRISTMAS CONSOLES

ALL GENUINE UK VERSIONS

MEGADRIVE 2 + ALADDIN + 2 CONTROL PADS	112.99
MEGA CD 2 + 7 GAMES	239.99
GAME GEAR + COLUMNS	69.99
SUPER NES + ALADDIN + 1 CONTROL PAD	124.99
+ FREE SN PROPAD!	
SUPER NES + MARIO ALL STARS + 1 CONTROL PAD	124.99
+ FREE SN PROPAD!	
GAMEBOY + FREE KONIX HOLSTER	39.99

MEMORY UPGRADES	
1 MEGABYTE A500 PLUS RAM	
UPGRADE WITH CLOCK	29.99
1 MEGABYTE A600 RAM	
UPGRADE WITH CLOCK	39.99
4 MEG PCMCIA UPGRADE FOR A600 OR A1200.	
PLUGS DIRECTLY INTO SMART CARD SLOT. THESE ARE NOT BATTERY BACKED AND CAN'T BE USED AS A DISK.	
ONLY AS RAM	169.99
512K AMIGA RAM WITH CLOCK	
FOR A500 AND A500+	24.99
512K AMIGA RAM WITHOUT CLOCK	
FOR A500 AND A500+	19.99
MICROBOTICS 1230XA 40MHZ ACCELERATOR FOR AMIGA A1200. MEMORY EXPANSION /ACCELERATOR FITS INTO TRAPDOOR SLOT ON A1200. REAL TIME CLOCK. 68030 PROCESSOR WITH OPTIONAL CO-PROCESSOR SLOT. EXPANDABLE TO 128MB IN TOTAL	229.99
MICROBOTICS EXPANSIONS FOR MICROBOTICS 1230XA ACCELERATOR. PLUG IN MODULES EASILY FITTED IN MINUTES.	
2 MEG EXPANSION	99.99
4 MEG EXPANSION	189.99

WORK CENTRES	
DELUXE WORK CENTRE (RSD) (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER)	
(DISK DRIVE, MONITOR AND COMPUTER NOT INCLUDED)	
DELUXE WORK CENTRE (RSD) FOR A1200	42.99
DELUXE WORK CENTRE (RSD) FOR AMIGA A600	37.99
DELUXE WORK CENTRE (RSD) FOR AMIGA A500 OR A500+ PLUS AS ABOVE PLUS JOYSTICK/MOUSE EXTENDER CABLE SET, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER)	42.99

DISK DRIVES	
EXTERNAL 3.5" DISK DRIVE FOR ANY AMIGA WITH SONIC/CITIZEN DRIVE MECHANISM. 880K FORMATTED CAPACITY, QUIET, HIGH QUALITY, SLIM LINE DESIGN, COLOUR MATCHED METAL CASE AND LONG REACH CONNECTION CABLE.	57.99
ZYDEC INTERNAL 3.5" DISK DRIVE FOR AMIGA A500 OR A500+.	
REPLACES EXISTING DRIVE. INVALIDATES WARRANTY WHEN FITTED.	GG932647.99

SCANNER	
ZYDEC HANDY SCANNER FOR ANY AMIGA. 100-400 DPI HIGH QUALITY RESOLUTION, 64 SIMULATED GREYSCALES, INCLUDES HIGHLY ACCLAIMED DATA SCAN PROFESSIONAL SOFTWARE PACKAGE	99.99

VIDEO EQUIPMENT	
COMMODORE FULL MOTION VIDEO ADAPTOR FOR CD-32 (VIDEO-CD MPEG ADAPTOR). GIVES THE CD-32 THE CAPABILITY OF RUNNING VIDEO FROM CD (VIDEO-CD).	199.99
VIDI AMIGA 12 (AGA COMPATIBLE, CAPTURES COLOUR IMAGES FROM VIDEO MACHINE OR CAMCORDER. COMPATIBLE WITH TAKE 2, DELUXE PAINT 4 AND MOST ART PACKAGES)	84.99
VIDEOMASTER FOR AMIGA 500 OR 500 PLUS. COMBINED VIDEO DIGITISER AND AUDIO SAMPLER CAPABLE OF RECORDING QUARTER SCREEN MOVIES FOR USE IN PRESENTATIONS AND DEMOS. 1 MEG RAM REQUIRED	49.99

MUSIC & SOUND EQUIPMENT	
TECHNOSOUND TURBO 2 SOUND SAMPLER FOR AMIGA. SOFTWARE INCLUDES REAL TIME SPECIAL EFFECTS AND WORKS WITH ANY AMIGA. 1 MEG RAM REQUIRED.	32.99
ZYDEC STEREO SPEAKERS FOR AMIGA WITH BUILT-IN AMPLIFIER & VOLUME CONTROLS	27.99
SCREENBEAT STEREO SPEAKERS REQUIRES 4AA BATTERIES OR MAINS ADAPTOR. DESIGNED SPECIFICALLY FOR COMPUTERS, INCLUDING MOUNTINGS FOR ATTACHMENT TO MONITOR.	18.99
SCREENBEAT MAINS ADAPTOR FOR SCREENBEAT SPEAKERS	7.99
SOUND ENHANCER FOR AMIGA	29.99

LEADS	
ANTI-SURGE 4 WAY MULTIPLUG EXTENSION LEAD FOR ANY ELECTRICAL DEVICE (EG. COMPUTER/CONSOLE/VIDEO). PROTECTS YOUR VALUABLE EQUIPMENT AGAINST DAMAGING ELECTRICAL SURGES.	23.99
JOYSTICK EXTENDER CABLE FOR AMIGA OR ST (3 METRES)	6.99
FOUR PLAYER JOYSTICK ADAPTOR PORT EXTENSION ADAPTOR FOR AMIGA OR ST (PACK OF TWO). EXTENDS JOYSTICK AND MOUSE PORTS BY 21CM	5.99
JOYSTICK SPLITTER CABLE FOR AMIGA OR ST. ALLOWS 2 JOYSTICKS TO BE CONNECTED TO 1 PORT	6.99
RGB EXTENDER CABLE FOR AMIGA 500 OR PLUS. ALLOWS TV MODULATOR TO BE EXTENDED FROM BACK OF MACHINE OR EXTENSION TO RGB MONITOR OR INTERNAL DISK DRIVE	12.99

MISCELLANEOUS	
CITIZEN PRINTER DRIVER KIT FOR AMIGA. SUITS ALL WORKBENCH VERSIONS FROM 1.3 TO 3.0. GIVES OUTSTANDING RESULTS.	12.99
CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM)	17.99
DUST COVER FOR A1200 (CLEAR PVC)	4.99
DUST COVER FOR A600	4.99
DUST COVER FOR AMIGA A500 OR ATARI ST (CLEAR PVC)	4.99
DUST COVER FOR MONITOR (CLEAR PVC)	4.99
MOUSE HOUSE (HANDY PLACE TO STORE YOUR MOUSE)	4.49
SCREEN FILTER (GLASS) FOR 14" TV OR MONITOR. CUTS DOWN GLARE AND STATIC FROM MONITOR	34.99
ZYDEC AMIGA POWER SUPPLY (SPECIAL COOL RUNNING TRANSFORMER)	32.99
ANALOGUE JOYSTICK ADAPTOR FOR AMIGA. ALLOWS ANY 15 PIN ANALOGUE PC JOYSTICK TO BE USED ON ALL AMIGAS WITH GAMES THAT FEATURE ANALOGUE CONTROL	7.49
ROBOSHIFT INTERFACE FOR AMIGA OR ST (PLUGS MOUSE & JOYSTICK INTO ONE PORT)	12.99
3.5" DISK HEAD CLEANER	4.49
BANX DISK BOX 3.5" (80) STACKABLE	14.99
DISK BOX 3.5" (120) LOCKABLE, DIVIDERS	9.99
DISK BOX 3.5" PLASTIC FLIP TOP (10 CAPACITY)	2.49

SONY

DSDD 3.5" DISKS WITH LABELS

**PACK OF 50
22.99**

Special Reserve

The Games Club

Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine

CHOOSE from our Huge Selection

BUY at Best Possible Prices

SAVE with our Special Deals

SAVE more with our XS Coupons

WIN up to £10,000 worth of prizes FREE

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **BIG £10,000 TARGET PRIZE COMPETITIONS.** In every issue of NRG, exclusive to members, free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: **0279 726842**

We pride ourselves on our after-sales service. (18 customer service lines) inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E & O.E.

SAWBRIDGEWORTH SHOP 2 South Block, The Maltings Sawbridgeworth, Herts	CHELMSFORD SHOP 43 Broomfield Road, Chelmsford, Essex
--	--

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.
Registered Office: Inter-Mediate Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.
All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON TELEPHONED ORDERS (UK)
(PLEASE ENTER IN BLOCK CAPITALS) TYPE

Name _____

Address _____

Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK 7.00)**

Item _____

Item _____

Item _____

Item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No _____)

Card _____

expiry date _____ Signature _____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH
Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. Overseas orders must be paid by credit card.

AMIGA ACTION

CREATED BY...

Europress Interactive Ltd, Adlington Park,
Macclesfield, SK10 4NP
Tel (0625) 878888 Fax (0625) 876669

Editor: Paul Roundell

Deputy Editor: Steve McNally

Art Editor: Sue Ashton

Deputy Art Editor: Roger Bell

Staff Writers: Neil Jackson, Rachel Wallace

Contributor: Paul (P'kirk) McNally

Production: Karen Levy

Over The Edge: Brad Burton, Q

In House Repro: Mark Forbes, Sarah McLachlan

Disk Packed by: T. Hardman

Advertising Department:

Tel (0625) 850874 Fax (0625) 876669

Interactive Ad Manager: Fiona Carey

Sales Executive: Helen Cartwright

Ad Production: Karen Wright

Ad Design: Steve Mattison

Administrator: Helen Weaver

Circulation Manager: David Wren

Systems Manager: David Stewart

Where's Hired Guns?: Nic Moran

Publishing Director: Don Lewis

Commercial Director: Denise Wright

Sales Director: Rita Keane

Group Commercial Director: David Hirst

Group Chairman: Derek Meakin

© Europress Interactive 1994. No part of this magazine may be reproduced in whole or in part without the written permission of the publisher. While every care is taken to ensure the material, both printed and on disk, is accurate, the publisher cannot be held legally responsible for errors in articles or advertisements.

All copyrights are recognised where applicable.

Cover Print: Hubbards

Mag Printed By: B.P.C.C. Carlisle

Newstrade Distribution: COMAG
0895 4444055

europress
INTERACTIVE

Publishers of

SUPER
ACTION

PC-action

GB ACTION

MEGA
ACTION

CONT

6 News

It's a tricky business keeping up to date, but it's so much easier when our news department does all the spadework for you.

60 Public Domain

Public (adj.): of or concerning the people as a whole. Domain (n.): a field or scope of knowledge or activity.

90 Back Issues

Missed out on a review and feeling a bit unsure about splashing out on a game? Check out our comprehensive back issues.

93 Talkback

Get things off your chest and let off a bit of steam in our Talkback section. Alternatively, tell us that you think we're great.

102 Super Leagues

Six pages of games, games and more games. Painstakingly prepared each month with tender loving care.

56 Reader Reviews

Fancy yourself as a bit of a journo then? If the current standard of prose is maintained we'll all be out of a job before long.

84 Budget Games

Coverage of the latest releases on the budget front, brought to you in conjunction with Ebenezer Scrooge and Associates.

91 Subscriptions

Plan your spending for the year wisely and take advantage of our more than generous subscription rates.

95 Over The Edge

Oh Brad oh Brad oh Brad, you chat up all the birdz, but when you whisper in their ears you use such funny wurdz..

108 Swap Shop

Take advantage of our advertising facility and you'll have the perfect market in which to dispose of your unwanted Xmas prezzies.

Win! Games, joysticks & vids— P.50

Roll up, roll up for a games, joysticks, t-shirt and videos bumper giveaway bonanza. Not only will ten lucky readers win a lovely up to the minute item of Amiga software gamery, but they'll also receive a Competition Pro arcade quality joystick. But hold on, that's not all. The winners will also be the proud owners of the new Power Play "How to become a computer games master" video featuring Danny Curley.



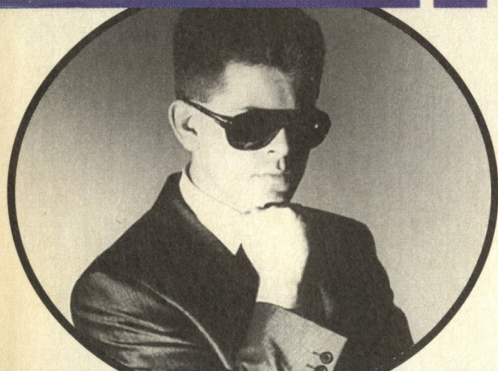
ENTS

COVERDISKS

Step outside if you think you're hard enough and take on the might of Team 17 and the rest of the Universe in our Body Blows Galactic beat'em-up demo. Our second disk has a distinctly hairy theme, and includes a three level demo of Mindscape's platformy puzzler, Fury of the Furries, as well as Baldy, a fine example of a PD game featuring a bald character if ever there was one.



FEATURE



Features this month include the continuing saga of martial arts legend, MysterX, and news of the forthcoming beat'em-up from Millennium. There's also a guide to the Top Twenty games of 1993, arranged in chart run-down order. The chart represents our own personal views, and hours of tantrums and disgraceful displays of temper went into its compilation.

PLAYER'S GUIDES

Monkey Island has been much requested choice for our GTGA section, so we've decided to do the decent thing at last and publish a full solution. (We hope that it will stop all the letters). There's also an extremely comprehensive playing guide to Jurassic Park. So, if you don't know your pterodactyls from your velociraptors just chill out, because we're here to help.



CHARTS

Ooohhh, what will be this month's number one? Will it be Cannon Fodder? Will it be Jurassic Park? Or will it be Skid Marks? Well to be honest, as long as it's not Mr. Blobby, we really don't care. I suppose it won't be long before the annoying purple and yellow one appears on the Amiga though.



REVIEWS

Air Force Commander52
We get the Impression that this is a strategy affair.

'Allo 'Allo46
French Resistance capers in sitcom platformer..

Champ Manager Italia43
Serie A chain smoking, raincoat wearing sim.

Combat Classics54
A compilation of three classic warfare sims..

Cosmic Spacehead20
Platforms and puzzles in outer space.

Dreamlands48
A compilation of two strats and an RPG from Daze.

Fantastic Dizzy26
Continuing adventures of the roving ova..

Fury of the Furries28
Not only angry, but they're all hairy as well.

Innocent untill Caught38
Jack T. Ladd is a tax dodger, unlike Ken Dodd.

Lamborghini22
Scoot around in a pacey sportscar.

Nigel Mansell CD3246
The thrice moustachioed one on CD.

Settlers42
Cute workaholics build their very own empire..

Skid Marks36
Fnarr fnarr, snort, kyekk, eh?

Star Trek30
It's a review Jim, but not as we know it. (Jesus! - Paul).

Switch Quiz34
Hi-tech fun without the banal Roy Walker..

Zool CD3246
He's everywhere else, so why not on the CD32?.



BLUEPRINTS

Bubble and Squeak74
A double act to rival Fred and Ginger..

Out to Lunch72
Pierre le Chef scours the world for tasty nosh.

Universe68
Top graphic adventure from Core Design!

NEWS

THE FIRST WORD

Wowzers, I've got a new look box to spout my gubbins from this month. Sue got fed up with the look of the news and decided to have a re-jig for the new year. New Year? Pah! It's our last day in the office before Christmas here, and I'm the Editor, which surely counts for something. But what's going on around me as I toil over these news pages? Steve and Neil are having their "Christmas Skidmarks Championship" (again), Rachel is off somewhere handing out late cards, Roger and Sue are heatedly discussing the merits of artificial Christmas trees and Brad is playing Snoop Doggy Dog at ridiculous volume. And to top it all off I've just dropped and smashed a particularly nice looking bottle of wine. Anyway, happy new year. Again.

PAUL

CD and cheap

Might as well devote a whole page to the CD32 now we're on the subject, with a big hats off to Krisalis and System 3, both of whom are porting previously released titles at budget rates. John Barnes European Football and Arabian Knights are first out of the Krisalis stables and should now be in the shops at £14.99. Putty will be showing his face at the same price in the early new year...

Nothing differing from the, erm, keyboard machine version is on show, but for those with CD32s it seems like a good way to build your software collection.

100+ CD32s IN MUSEUM... GAME OPEN NEW STORE

CD32 A MUSEUM PIECE - OFFICIAL

Commodore's CD console, their contribution to cutting edge laser operated multi-media technology, is residing in a museum. If this sounds strange, then it gets even stranger, because we are talking about not just one, but over a hundred of the all-powerful machines...

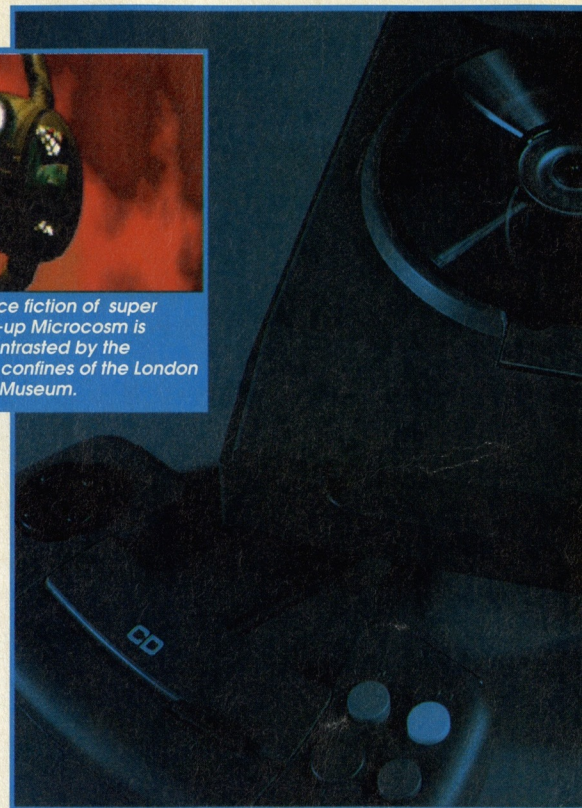
109 CD32s are powering the interactive screens at the London Museum of Transport, reopened in December after a multi-million pound facelift, and are backed up by a number of high end Amigas in an intricate network installed by development company Index.

Index's technical director Mick Tinker tells us that the whole system is integral to the look of the museum. As well as many interactive "touchscreens" around the rooms, much of the museum information can be accessed by the public via CD32 driven mouse controllers.

Work began on developing the system before specifications of the CD32 became available to developers, and when the Index team began setting up test programs, it was with the aid of the Amiga 2000. Now, some 500 wires interconnect the CD32s with the displays and also the A4000s, which are used primarily to drive the high tech train simulators, where anyone can experience controlling a locomotive. More information from the London Transport Museum on 071 379 6344.



The science fiction of super shoot'em-up Microcosm is starkly contrasted by the hallowed confines of the London Transport Museum.



Year of living dangerously

With sales of the CD32 going, in Commodore's own words, "exceptionally well", a boost for those still debating as to whether to buy the machine is that the pack has been bolstered from its original form to the tune of two games. Along with Oscar and Diggers, punters (that's you!) will get an enhanced, quicker and generally all-round better version of Wing Commander, and new Flair beat'em-up, Dangerous Streets, as part of the pack of the same name. Review of DS next month.

The bolstered CD32 pack: part of Commodore's new commitment to their loyal supporters.



TOTAL CARNAGE™

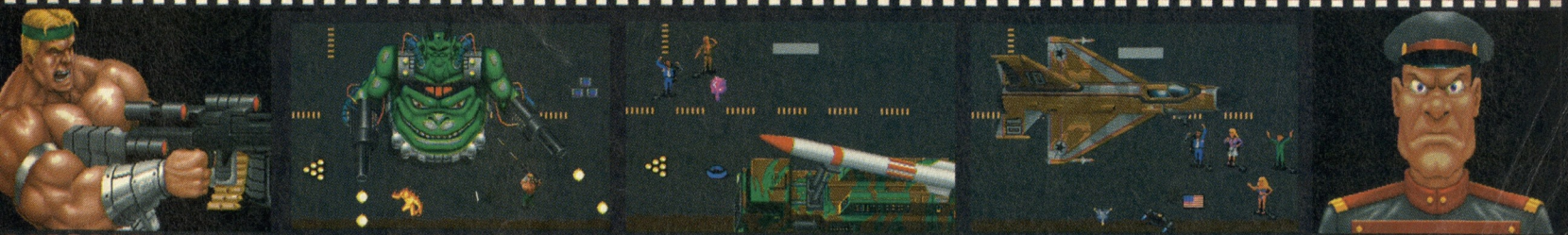
OUR MISSION: STOP THE
MAD DICTATOR FROM DESTROYING
THE PLANET. RESCUE CIVILIANS,
ELIMINATE KEY TARGETS, AND
DESTROY THE BIO-NUCLEAR
GENERATOR THAT IS CREATING
AN ENDLESS SUPPLY OF
MUTANT SOLDIERS!

AN AWESOME ARSENAL
OF THE 21ST CENTURY'S
MOST DESTRUCTIVE WEAPONRY

"THE COIN-OP CONVERSION OF THE DECADE"

THE ONE

TOTAL CARNAGE™ & © 1992 MIDWAY® MANUFACTURING COMPANY. ALL RIGHTS RESERVED.
TOTAL CARNAGE IS A TRADEMARK OF MIDWAY MANUFACTURING COMPANY. USED UNDER LICENSE BY BLACK PEARL SOFTWARE, INC.



INTERNATIONAL ♦ COMPUTER ♦ ENTERTAINMENT
LTD

BRIDGE HOUSE MERRYWALKS STROUD GLOS GL5 1QA
FAX: 0453 756 998 TEL: 0453 756 993

RUBYSOFT (UK) LTD

THE INTELLIGENT PERSONS CHOICE



RUBYSOFT (UK) LTD, (Dept AA)
96 Lillie Road, London,
SW6 7SR, England
Tel: 071 381 8998
or 071 610 1703
Fax: 071 610 1703
Some shop prices will differ.

RUBY CHARTBUSTERS

A TRAIN	N/A	24.95
A TRAIN CONSTR KIT	N/A	18.99
A 320 AIRBUS USA	25.55	25.55
A 320 AIRBUS APPROACH TRAINER*	25.55	25.55
ATAC 3	TBA	24.99
ALIEN BREED 2	N/A	19.95
ALIEN BREED 2 A1200	N/A	19.95
ALFRED CHICKEN	N/A	17.95
AMERICAN GLADIATORS NOT 1200	TBA	17.95
ANCIENT ART OF WAR IN THE SKIES	23.95	23.95
APOCALYPSE	TBA	19.95
ASHES OF EMPIRE	N/A	16.99
B 17	24.95	24.95
BATTLE ISLE 93	N/A	17.95
BATTLE TOADS	17.95	17.95
BEASTLORD	14.99	14.99
BENEATH A STEEL SKY*	N/A	20.99
BLADE OF DESTINY	N/A	28.95
BLOB	TBA	17.99
BOBS BAD DAY	N/A	17.95
BODY BLOWS VERSION 2	N/A	19.95
BODY BLOWS GALACTIC A1200 WITH APACHE	N/A	20.95
BODY BLOWS GALACTIC A500/600 WITH APACHE	N/A	20.95
BRUTAL SPORTS FOOTBALL	N/A	17.95
BURNING RUBBER A500/A1200	N/A	17.95
CAMPAIN 2	20.99	20.99
CANNON FODDER	20.99	20.99
CAPTIVE 2*	N/A	19.95
CASTLES 2* A1200 ONLY	N/A	24.95
CHAMPIONSHIP MANAGER 93 1 MEG	17.95	17.95
CHAMPIONSHIP MANAGER 94 DATA DISK	17.95	17.95
CHAOS ENGINE 1 MEG	17.95	17.95
CHAOS ENGINE A1200	N/A	18.95
CHESS CHAMPION 2175	13.99	13.99
CIVILISATION 1 MEG	23.95	23.95
CIVILISATION A1200 VERSION	N/A	24.99
COMBAT AIR PATROL	16.95	16.95
COMBAT CLASSICS 2	N/A	20.99
COSMIC SPACEHEAD	N/A	17.95
DAILY DOUBLE HORSE RACING	N/A	9.99
DESERT STRIKE	N/A	24.95
DARKSEED	N/A	24.95
DEEPCORE	N/A	17.99
DIGGERS A1200 ONLY	N/A	24.95
DISPOSABLE HERO	N/A	17.95
DOGFIGHT	24.95	24.95
STADIUM	N/A	20.95
DONK	N/A	18.99
DRACULA*	N/A	19.95
DUNE 2	N/A	19.95
ELITE 2 (FRONTIER)	24.95	24.95
EUROPEAN CHAMPIONS	N/A	17.95
F1	17.95	17.95
F117A	TBA	24.99
FALCON 3*	24.95	24.95
FATMAN A1200 OR A500	N/A	17.95
FIELDS OF GLORY*	N/A	24.95
FLASHBACK (ANOTHER WORLD 2)	N/A	19.95
FURY OF THE FURRIES	N/A	19.99
G2*	N/A	TBA
GEAR WORKS*	N/A	16.99
GENESIS	N/A	20.99
GLOBAL DOMINATION	N/A	17.99
GLOBAL GLADIATORS	N/A	17.95
GLOBULE	N/A	20.95
GOAL	17.95	17.95
GOB LINS 3*	N/A	17.95
GOOCHES WORLD CLASS CRICKET 1 MEG	16.95	16.95
GOOCHES SECOND INNINGS DATA DISK*	14.99	14.99
GUNSHIP 2000	23.95	23.95
HARPOON VERSION 2 WITH BATTLE SET 2	N/A	22.95
HARPOON BATTLE SET	N/A	11.95
HARPOON EDITOR (NOT PLUS)	N/A	13.95
HEROQUEST 2*	17.95	17.95
HIRED GUNS	N/A	24.95
HISTORYLINE 1914-1918	N/A	24.95
INDIANA JONES FATE OF ATLANTIS ADV.	N/A	25.95
INDIANA JONES FATE OF ATLANTIS ARCADE	17.95	17.95
INTERNATIONAL SPORTS CHALLENGE	19.95	19.95
INNOCENT UNTIL CAUGHT*	N/A	TBA
ISAKH 2 A500/A1200	20.95	20.95
JACK THE RIPPERS*	TBA	TBA
JAMES POND 2 A1200	N/A	18.95
JOHN MADDENS AMERICAN FOOTBALL	N/A	17.95
JURASSIC PARK A500*	N/A	17.99
JURASSIC PARK A1200	N/A	19.99
KAWASSAKI TEAM GREEN*	17.95	17.95
KING MAKER	19.95	19.95
KNIGHTS OF THE SKY	15.99	15.99
KRUSTY'S SUPER FUNHOUSE	N/A	17.95
LAMBOURGHINI USA CHALLENGE*	N/A	17.95
LASER SQUAD 2*	17.95	17.95
LEGEND OF VALOUR	25.55	25.55
LETHAL XCESS*	17.95	17.95
LEMMINGS XMAS SPECIAL	N/A	13.99
LEMMINGS DOUBLE PACK SPECIAL	21.95	21.95
LEMMINGS 2 THE TRIBES 1 MEG	20.95	20.95
LINKS CHALLENGE GOLF (2 DRIVES REQUIRED)	N/A	18.95
LORD OF THE RINGS 2*	N/A	17.95
LOST TREASURES OF INFOCOM TEXT ONLY	N/A	24.50
LOST VIKINGS	N/A	20.95

MAGIO BOY	17.95	17.95
MEAN ARENAS	N/A	17.95
MICROMACHINES	N/A	17.95
MICROPROSE GRAND PRIX	23.95	23.95
MICROPROSE GOLF	23.95	23.95
MONKEY ISLAND	15.99	15.99
MONKEY ISLAND 2 1 MEG	N/A	15.99
MORPH A1200 VERSION	N/A	19.95
MORTAL KOMBAT	N/A	20.99
OSCAR A1200	24.95	24.95
OSCAR A1200	17.95	17.95
NICKY 2	17.95	17.95
NIGEL MANSELLS A500 OR A1200 VERSION	19.95	19.95
NIGHTSHIFT	11.99	11.99
ONE STEP BEYOND	14.95	14.95
OSCAR A500	N/A	17.95
STAK FALDOS CHAMP GOLF	N/A	17.95
OVERDRIVE	N/A	17.95
OVERKILL AGA ONLY	N/A	17.95
PGA TOUR GOLF + DATA DISK	N/A	20.95
PGA TOUR DATA DISK	N/A	12.95
PATRIOTISM	23.95	23.95
PINBALL DREAMS	N/A	16.95
PINBALL FANTASIES	N/A	20.95
PINBALL FANTASIES A1200	N/A	20.95
PINBALL DOUBLE PACK DREAMS/FANTASIES N/A	29.99	
PREMIER MANAGER 1 MEG	17.95	17.95
RULES OF ENGAGEMENT 2	17.95	17.95
PRIME MOVER	N/A	19.95
RAILROAD TYCOON	N/A	15.99
REACH FOR THE SKIES	20.95	20.95
RISE OF THE ROBOTZ A1200 ONLY	N/A	TBA
ROCKY 3	N/A	15.99
SCRABBLE N/A	18.95	18.95
SECOND SAMURAI*	N/A	TBA
SENSIBLE SOCCER 92/93 ISSUE 2	17.95	17.95
SETTLERS	N/A	29.99
SEVENTH SWORD OF MENDOR*	N/A	17.95
SILENT SERVICE 2	N/A	16.99
SIM CITY POPULOUS	20.95	20.95
SIM CITY DELUXE	N/A	25.95
SIM LIFE A500 OR A1200 VERSION	N/A	24.95
SIMON THE SORCERER	N/A	25.95
SIMONS BART VS WORLD	17.95	17.95
SKIDMARKS	N/A	18.95
SLEEPWALKER 1200 VER	N/A	20.55
SOCCER KID 500/1200 VER	TBA	18.95
SPACE HULK	N/A	18.99
STARJUMP	N/A	15.99
STAR TREK 25TH ANNIVERSARY A1200 HAD ONLY	N/A	24.99
STREETFIGHTER 2	13.95	13.95
SUBURBAN COMMANDO	N/A	17.95
SUPERPROG	N/A	18.95
SUPER SPORT CHALLENGE*	TBA	17.95
SUPER TETRIS	N/A	19.95
SUPER HERO*	20.95	20.95
SYNDICATE	N/A	24.95
SYNDICATE DATA DISK*	N/A	TBA
TORNADO	N/A	24.99
TERMINATOR 2 ARCADE*	N/A	20.99
THE HUMANS 2*	N/A	TBA
THEATRE OF DEATH	TBA	13.95
THOMAS TANK ENGINE 2	11.99	11.99
TORNADO	24.99	24.99
TROLLS A1200 VERSION	N/A	17.95
TURRICAN 3 A1200*	N/A	18.95
TURRICAN 3 A500*	N/A	17.95
URIDIUM 2	TBA	17.99
UTOPIA 2	TBA	17.99
VIKINGS FIELD OF CONQUEST	N/A	16.95
WAR IN THE GULF	24.95	24.95
WHEN TWO WORLDS WAR	N/A	28.99
WIZ N LIZ	N/A	20.99
WOODYS WORLD	TBA	17.95
WORLDS OF LEGEND (LEGEND 2)	N/A	17.95
YOI JOE	N/A	17.95
ZOO 1 MEG A500 OR A1200 VERSION	17.95	17.95
ZOO 2 A1200	N/A	17.95
ZOO 2 A500/600*	TBA	17.95

*PLEASE NOTE: TITLES ASTERISKED MAY NOT BE RELEASED AT PRESS DATE BUT WILL BE DESPATCHED WITHIN 24 HOURS OF RELEASE SUBJECT TO AVAILABILITY. PLEASE TELEPHONE TO CHECK. PLEASE TELEPHONE FOR ANY TITLES NOT SHOWN AS WE CANNOT SHOW ALL TITLES AVAILABLE. ALL TITLES CAN BE PUT ON BACK ORDER. REMEMBER, WE HAVE NEVER DEBITED A CREDIT CARD YET FOR GOODS NOT SENT.

CD 32 NOW AVAILABLE - PLEASE RING

PC AND SEGA GAMES ALSO SUPPLIED

RUBY SERIOUS/EDUCATIONAL

ADI ENGLISH 11/12-13/13-14/14-15 EA	17.50	17.50
ADI MATHS 11/12-13/13-14/14-15 EA	17.50	17.50
ADI JUNIOR READING 4/5-6/7 EA	N/A	14.99
ADI JUNIOR COUNTING 4/5-6/7 EA	N/A	14.99
ADI FRENCH 11/12-13/13-14/14-15 EA	17.50	17.50
EASY AMOS	N/A	24.95
AMOS PRO COMPILER	N/A	24.99
AMOS PRO NEW VERSION	17.95	17.95
COUNT AND ADD (LANDER)	17.95	17.95
DELUXE PAINT 4	N/A	64.95
DELUXE PAINT 4 AA 1200 VERSION	N/A	64.95
DINOSAURS 1032 FACTS 600 QUESTIONS 96 BEASTS*	20.95	
DRIVING TEST 10/10 SOFTWARE	N/A	20.95
FINAL COPY 2	N/A	66.95
FRENCH 10/10 SOFTWARE	N/A	17.95
FUN SCHOOL 4 (UNDER 5)	17.95	17.95
FUN SCHOOL 4 (5-7)	17.95	17.95

FUN SCHOOL 4 (7-11)	17.95	17.95
FUN SCHOOL SPECIAL PAINT AND CREATE 5-11/N/A	17.95	17.95
FUN SCHOOL SPECIAL SPELLING FAIR 7-13	N/A	17.95
FUN SCHOOL SPECIAL MERLINS MATHS 7-11	N/A	17.95
HENRIETTA BOOK SPELLS (LANDER)	17.95	17.95
HOORAY HENRIETTA	17.95	17.95
JUNIOR ESSENTIALS EARLY LEARNING 10/10 N/A	20.95	
KIX PIX	N/A	17.95
MAVIS BEACON VERSION 2 ALL AGES	N/A	19.95
MINI OFFICE	N/A	46.95
NODDYS BIG ADVENTURE 3+	N/A	17.95
NODDYS PLAYTIME 3+	17.95	17.95
OFFICE GOLD (UKY VS AGA)	N/A	59.95
SCALA 500	N/A	74.95
SCALA PRO	N/A	17.95
SPRINT (LANDER)	17.95	17.95
STATISTICS 10/10 SOFTWARE	N/A	20.95

HARDWARE

THE BUG	12.99
FREE WHEEL STEERING WHEEL DVI	2.99
CRUISER AUTO FIRE NEW	12.99
NAVIGATOR	12.50
SPEEDKING AUTOFIRE	9.50
ZIP STICK SUPER PRO	12.50
FREE WHEEL STEERING WHEEL ANA	35.99
SPEEDKING ANALOGUE AMIGA	12.99
QUICKSHOT INTRUDER 1	22.99
QUICKSHOT MAVERICK 1M GOOD CONTROLLER	12.99
QUICKSHOT MAVERICK 3 MEGA DRIVE	13.99
QUICKJOY TOPSTAR 8V127 TOP RATE	20.50
QUICKJOY FOOTPEDAL	20.99
MANTA RAY AUTO FIRE GOOD HANDHELD	9.50
MOUSE ST/AMIGA GOOD REPLACEMENT	13.99
MOUSE DATALUX CLEAR ST/AMIGA	21.99

1 MEG UPGRADE AMIGA 600	49.99
1 MEG UPGRADE AMIGA 500	49.99
512K UPGRADE A500 WITH CLOCK	26.99
512K UPGRADE A500 NO CLOCK	23.99
80 CAPACITY DISK BOX	9.50
DUST COVER 8839 MK 1&2 MONITOR	6.99
DUST COVER AMIGA 500 OR 600 OR 1200	4.99
GREAT CARRIER CASE FOR LAPTOPS	24.99
A600 SEGA NINTENDO ECT	39.99
ZYDECK SPEAKERS 8 WATT RMS	8.99
LEAD AMIGA TO ESCORT TV	8.99
LEAD TWIN EXT JSTICK / MOUSE	8.99
LEAD EXT JSTICK OR MOUSE	8.99
LEAD AMIGA TO PHILIPS MK2	8.99
LEAD NULL MODEM FOR HEAD TO HEADS	8.99
PLEASE NOTE £1.00 P&P ON ALL JOYSTICKS	

RUBY BUDGET

ALIEN BREED 92	N/A	9.95
ARNIE	N/A	5.99
ARNIE 2	N/A	8.99
ARCADE FRUIT MACHINE SIM	5.95	5.95
ARCUSER TRIVIA	5.95	5.95
AWESOME	10.99	10.99
BARBARIAN 2	9.99	10.99
BATTLECHES 1	N/A	8.99
BATTLE CHES 2 (1942)	N/A	9.99
BATTLE SQUADRON	N/A	5.99
BEAST 2*	9.99	10.99
BLACK CRYPT	N/A	9.99
BLINKY'S SCARY SCHOOL	5.99	5.99
BRIDES OF DRACULA	5.99	5.99
BULLY SPORTING DARTS	5.99	5.99
DAILY DOUBLE HORSE RACING	N/A	9.99
DOO BEE DOO BEE	5.99	5.99
DOO BEE DOO BEE ADVENTURES	5.99	5.99
EDDIE THE DUCK	5.99	5.99
F1 TORNAO	5.99	5.99
F1 TORNAO 2	14.99	14.99
F18 COMBAT PILOT	14.99	14.99
F17 CHALLENGE	N/A	10.99
F19 STEALTH FIGHTER	14.99	14.99
F19 STEALTH FIGHTER 2	14.99	14.99
FALCON	11.99	11.99
FALCON COUNTER STRIKE	N/A	7.99
FALCON FIRE FIGHT	7.99	7.99
GAZZA 2	7.99	7.99
GAZZA 3	7.99	7.99
GRUEE'S SOCCER MANAGER	5.99	5.99
INDY JONES LAST CRUSADE ARCADE	5.99	5.99
INDY JONES LAST CRUSADE ADVEN	11.99	11.99
INTERNATIONAL ICE HOCKEY	5.99	5.99
INTERNATIONAL TRUCK RACING	6.99	6.99
JAMES POND 2 ROBOCOP A1200	N/A	7.99
JOCKEY WILSON'S DARTS	5.99	5.99
KENNY DALGLISH SOCCER MANAGER	5.99	12.99
LOOM	11.99	11.99
M1 TANK PLATOON	11.99	11.99

MIG 29 FULCRUM	10.99	10.99
MAGIC AND DIZZY	6.99	6.99
MANIC MANSIONS	10.99	10.99
MANCHESTER UNITED EUROPE	7.99	7.99
MEAN 18 GOLF	N/A	7.99
METAL MUTANT	7.99	7.99
MIDWINTER	10.99	10.99
MIDWINTER 2	14.99	14.99
OPERATION HARRIER	7.99	7.99
OPERATION STEALTH	11.99	11.99
PIRATES	5.99	5.99
POWERMONGER & WW1	13.99	13.99
PRINCE OF PERSIA	6.99	6.99
RAINBOW ISLANDS	5.99	5.99
RBI 2	5.99	5.99
SANTAS XMAS CAPERS	N/A	8.99
SANTAS XMAS MOLL	5.99	5.99
SILLY PUTTY	N/A	7.99
SIM EARTH	N/A	16.99
SIMPSONS	7.99	7.99
SIMPSONS OF MONKEY ISLAND	7.99	7.99
SPACE CRUSADE	8.99	8.99
SPEEDBALL 2	6.99	6.99
STEEL FIGHTER 2	13.99	13.99
STORM MASTER	10.99	10.99
SUPER CARS 2	7.99	7.99
SUPER CARS 3	7.99	7.99
SWITCHBLADE 2	7.99	7.99
SWORD OF SODAN	N/A	7.99
TELE FLAQUE	N/A	7.99
TRIVIAL PURSUIT	6.99	6.99
UTOPIA	7.99	7.99
ONLY FOOT RUGBY	6.99	6.99
WORLD SOCCER	8.99	8.99
XENON 2	8.99	8.99
ZAC MCKRACKEN	10.99	10.99

SPECIAL
CHECK OUT OUR PRICES ON BUDGET TITLES -
CHEAPEST AROUND 1

COMPILATIONS

FOOTBALL CRAZY	10.99
KICK OFF 2 PLAYER	10.99
WHISTLE THE FINAL	10.99
WORLD CUP 90	10.99
OUR PRICE ONLY £10.99	
ST AND AMIGA	
SPORTS MASTER	
PGA TOUR GOLF, INDY 500,	
EUROPEAN CHAMPIONSHIP	
1982 AND	
ADVANTAGE TENNIS	
A FANTASTIC COLLECTION	
AMIGA ONLY, NICE ONE FOR	
1200 ONLY £20.95	
SOCCER MANIA	
FOOTBALL MANAGER 2,	
GAZZA SOCCER,	
MICROPROSE SOCCER AND	
FOOTBALL MANAGER 2	
ONLY £10.99	
WORLD CUP EDITION	
AMIGA 500 1.2.13 NOT PLUS	
MAV WORK ON SOME	
MACHINES WITH KS 1.3	
OUR PRICE ONLY	
FOUR GAMES	
ONLY £10.95	
TRIPLE PACK 3	
DEUTROUS, BATTLE VALLEY	
AND HAMMERBOY	
ONLY £10.99	
AMIGA ONLY + OK	
FIRST TIME THAT DEUTROUS HAS	
WORKED ON THE AMIGA + II	
ONLY £10.99	
TRIPLE PACK 2	
HUNTER, SECONDS OUT	
BOXING AND LANCASTER	
ONLY £10.99 AMIGA ONLY + OK	

TITUS THE GHOSTBUSTERS
 2 AND
 AMIGA ONLY £10.99 + OK

TRIPLE PACK 4
 THE BLUES BROTHERS,
 MAYA AND MATAN
 AMIGA ONLY £10.99 + OK

TRIPLE PACK 5
 CRUISE CARS 3, GRAND PRIX
 MASTER AND BATTLETECH
 AMIGA ONLY £10.99 + OK

SPACE LEGENDS
 ULTIME, WING COMMANDER 1
 AND MEGA TRAVELLER
 AMIGA ONLY £20.99

ANTIKAST WORLD
 SEALMS, PIRATES,
 WONDERLAND,
 OPULUS 1 AND
 REGALOMANIA
 RETAIL COMP FOR
 WYI £23.95
 AMIGA ONLY

UPON FIGHTER
 UNALRIGHT, WWF
 FIGHTER, EVILMAN
 AND FIGHTER
 FREE AMAZING GAMES
 WYI £17.95

COLLECTION
 FAST FOOD, KWIX SNAX,
 FANTASY WORLD DIZZY,
 TREASURE ISLAND DIZZY,
 MAGIC LAND DIZZY,
 FIVE GOOD GAMES ONLY
 £16.95 AMIGA ONLY

DIZZY'S
 EXCELLENT
 ADVENTURES
 PRINCE OF THE
 YOLFOUK
 SPELLBOUND DIZZY,
 BUBBLE DIZZY,
 PANK DIZZY, QUICK SNAX.
 GOOD FOR THE YOUNGER
 ONES ONLY £16.95
 AMIGA ONLY

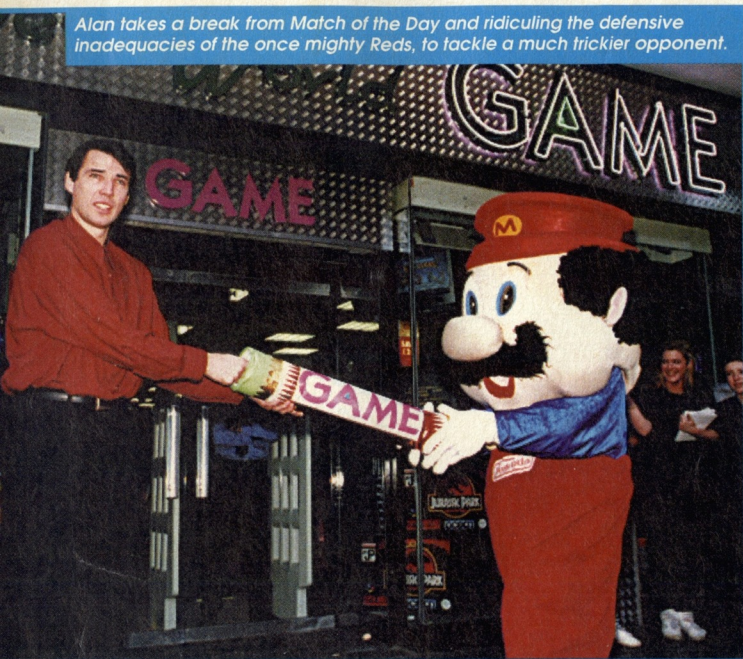
10 INTELLIGENT
 STRAT GAMES
 CHESS, OTHELLO, GOMGKU,
 DRAUGHTS, GO, BACKGAMMON,
 BRIDGE, PENNI, 4 IN LINE AND
 CHINESE CHECKERS.
 OUR PRICE ONLY £20.99

DREAMLAND
 ROLE PLAYING INC.
 SUPER MASTER, ISHAR AND
 TRANSCATICA
 OUR PRICE ONLY £20.99

NEWS

AND ANNOUNCE YET MORE... VIRGIN GRAB ENGLISH SOCCER INITIATIVE

GAME FOR A LAUGH CLUBBing it



Alan takes a break from Match of the Day and ridiculing the defensive inadequacies of the once mighty Reds, to tackle a much trickier opponent.



Even the security chief at Game can't keep his hands off the merchandise.

embraces of famous Brooklyn plumber, Super Mario.

Away from the autograph hunters and general hubbub of the opening ceremony, Game's managing director, Neil Taylor, could be found prophesying the

future for his company. "In just three years we've established Game as a leader in the market. We are expanding rapidly and trading profitably within this young and fast moving industry, and we intend to open up to 50 further stores in the UK in 1994. We are committed to making Game the UK's number one computer games retailer." In fact, with a target of 200 stores in the next 2 years, it may not be long before a branch of Game is opening near you.

As for Alan Hansen, after several beatings at FIFA Soccer by young boys and girls about half his size, he was forced to concede, "Game is a great asset to Liverpool, but in future I think I'll stick to playing my football on the pitch." Mario's only comment was, "It's very hot inside this suit."

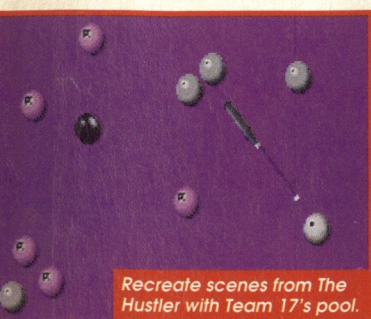
If you fancy taking advantage of one of the many Bulletin Board Services available through your Amiga but are not blessed with either a) a never ending supply of cash to pay the phone bill, or b) extremely lax, not to mention rich parents, it may not be an option that is available to you.

CLUBBS - the communications link, hopes to smash that barrier by offering you a similar service that won't add a penny to your already colossal phone bill. What this basically entails is a disk containing messages that have been sent in by other users, pertaining to, well, just about any topic really. You can then reply to one or even start off a new subject if you wish, by sending in your message on either paper or disk. It will then appear in the very next update for everyone to read and, if it's interesting, reply to it.

This could be a great way to make friends and gives particularly unpopular people an alternative to topping themselves, so it can't be bad.

Interested parties can find out more by sending off a pound to CLUBBS, 7 Fallowfield Close, Norwich, NR1 4NW, for which they will receive a sample update disk which fully demonstrates how the whole thing works.

Look out for more CLUBBS info in AA soon.

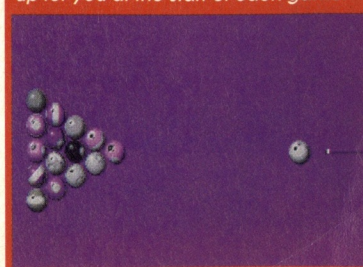


Recreate scenes from The Hustler with Team 17's pool.

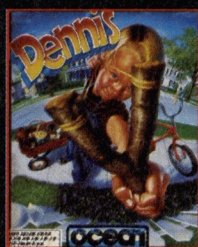
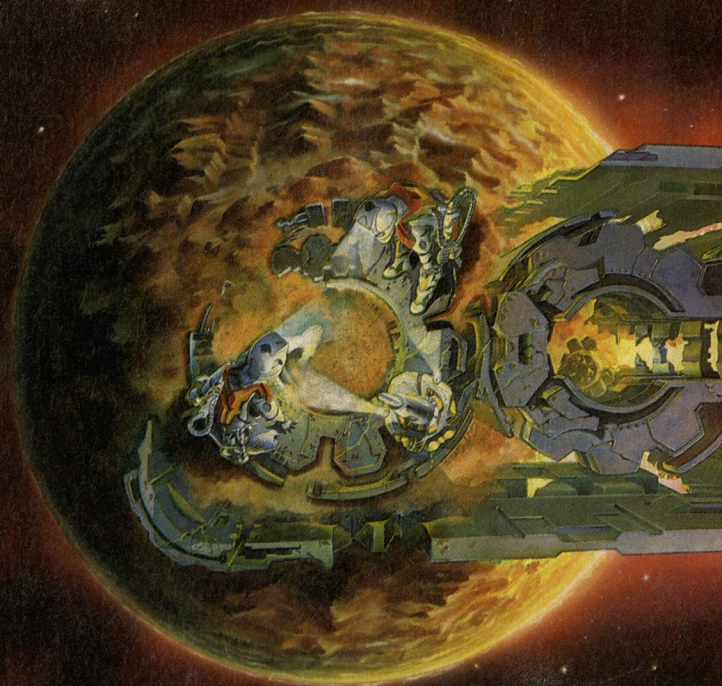
Team 17 Black-balled

There was a time when Team 17 produced a game only every few months and we could look forward for weeks and weeks to checking out their next offering. We never get the chance anymore, as Prolific seems to be their new middle name. A couple of cheapos for the new year are Assassin Special Edition, and the all new Arcade Pool, "a brilliant simulator for one or more players". Featuring any number of different games, and viewed from the top down, it looks good and should provide an easier option for those who couldn't come to terms with Archer Maclean's.

The computer will even rack the balls up for you at the start of each game.



Discover a wh



Now you can play the
slingshot hero and
join in on all his
side splitting
pranks.



Dennis is his name and
mischievous is his game

as he drives Mr. Wilson
out of his mind! Wreak
havoc, double the
trouble or just
mess things up a
little, whichever... it's
fun all the way!

Now you can compete
in the Ryder Cup -
one of sports
greatest events.
Every detail of
the game has been
intricately simulated

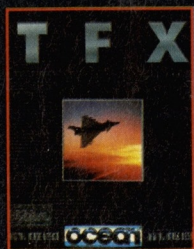
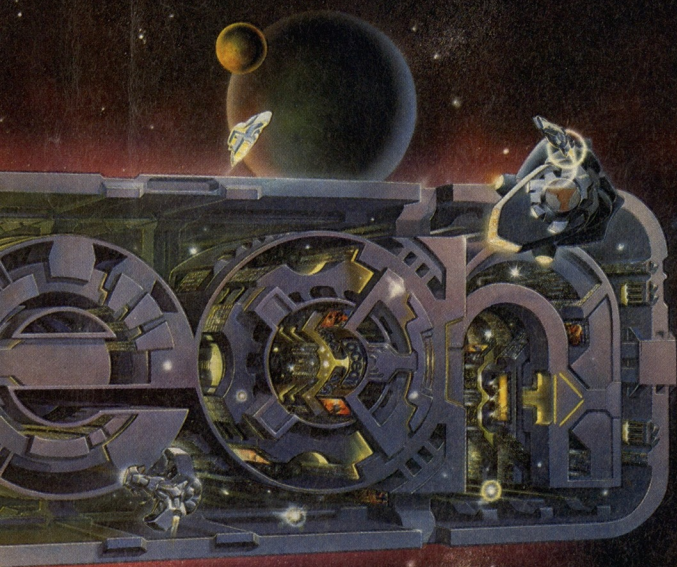


to put you right there
on the course. You
must get every
detail spot-on if
you want to keep
up with your high
calibre opponents.

AMIGA 1200 · AMIGA CD32 · AMIGA 500/600
© 1992 Warner Bros., DENNIS is a trademark of Hank Ketchman Enterprises, Inc.

IBM PC & COMPATIBLES · AMIGA 1200 · AMIGA CD32 · AMIGA 500/600
© 1993 PGA Officially Licensed Product

die NEW world



TFX... the only choice quite often like
worth making where watching a movie..."
the leading edge of aerial combat
is concerned.



PC REVIEW
"D.I.D. have
emulated a multi-

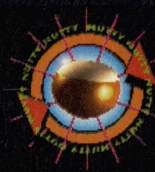
"The graphic detail is quite superb... TFX is
million dollar flight
sim." THE EDGE

IBM PC & COMPATIBLES · AMIGA 1200 · AMIGA CD32 · CD ROM
© 1993 Ocean Software Limited.

GRAB YOUR NUTZ!

This well bad rodent
has got things to
prove... like:

"I can flatten a
hedgehog with just a
swish of the tail"... or



"Just throw me a nut
and I'll make Billy the
Kid look like a low
rent circus side-
show!"

He's a cracker, so
don't you miss Mr. NUTZ!

AMIGA 500 · AMIGA 600
© 1993 Ocean Software Limited.

NEWS

WITH NEW FUNDED SCHEME... COMMS... GAMES... PERIPHERALS...

VIRGIN ARE ON THE BALL AGAIN

Following England's sad, although not entirely unexpected demise in the World Cup qualifying competition, Virgin Interactive Entertainment have decided that enough is enough and it is time to step in and take action. At the official launch they described the Virgin Games Schools Football Initiative as a scheme that will teach school children how to become skilful players.

The government has pledged to match Virgin's input pound for pound via its Sportmatch programme, thus ensuring that if successful the scheme is here to stay. Activities will include a school fund-raiser where kids will be invited to take part and get sponsorship for learning five new moves made famous by well known footy players. All money raised pays for extra

equipment and the administration costs needed to run the scheme, as well as a hefty donation to the English Schools Football Association.

In addition to other things, there are also to be competitions placed in a publication entitled 'Football in Schools' which is mailed out regularly to over 25,000 football teachers. The initiative is already up and running in some areas of the country, where it is said to have received a very encouraging response from schools taking part, and is now in the throes of being rolled out to other areas across the country.



It all sounds like an exceptionally admirable idea to us and it is certainly one that can only serve to help rather than hinder, and let's face it, it looks as though we need just about all the assistance we can get our hands on at the moment. How about a similar scheme to encourage better management? Just a thought.



Cheesy grins all rouns as a whopper of a check from Virgin gets the ball rolling.

MegaRace: looking like this, it's another reason to buy the CD32.



'scape for improvement

1993 saw Mindscape International shed their "serious" image somewhat with the arrival of Fury of the Furries and Alfred Chicken, both as a game character and a by-election mega star.

The company are to continue branching out in 1994 with a host of vastly differing games. Alf Chicken and D/Gen will hit the A1200 first of all, and new titles are to include the elsewhere-mentioned Out to Lunch and the much belated Battletoads, which, we are reliably informed, will be with us "in the early new year". MegaRace, already looking superb on the PC, hits the CD32 towards autumn.

SNIPPETS

■ **Domark's F1** is finally on sale. **Lankhor's Vroom** follow up sports a new two player mode and looks pretty damn good... on the ST. As soon as Domark send us an Amiga version we'll review it for you.

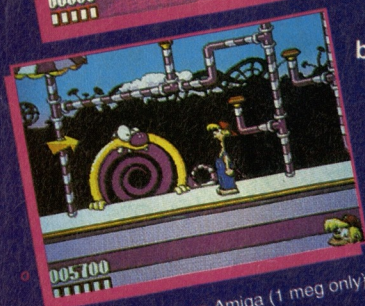
■ **Mortal Kombat Fighter's Companion** is available in game and book stores across the country, priced at **£8.95**. It's primarily tailored to the consoles and for information you should ring Computer Manuals on **021-706-6000**.

■ **MEMS '94 - The Midi, Electronic and Music Recording Show** will be again held at Wembley from **22-24 April**, touted by Westminster Exhibitions as for experts and novices alike. Advance tickets cost **£5** - more information available by ringing **0222-512128**.

■ **The CD32 Full Motion Video** module is nearing release. Priced at **£200**, it is sure to be a boon for those film and music buffs who can't drag themselves away from their Amiga. **Late January** should see it on sale, with a review coming soon after.

■ Fancy a spot of karaoke then? The **Arbiter Group** have launched a catalogue of around **2000 graphics disks**, compatible with CD32. For the proverbial more info, ring **Tony Brainsby PR** on **071-834-8341**.

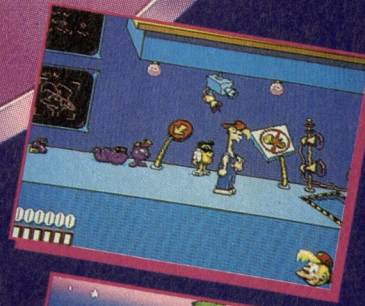
BUBBA STIX



Available on Amiga (1 meg only)

Our goofy hero and his friend - an intelligent alien stick - have crash landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use his stick in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this horizontally scrolling puzzle.

CORE
DESIGN LIMITED



Screen shots taken from Amiga version

BODY BLOWS GALACTIC



▲ Kai-Ti takes off and attempts to deliver a vicious kick to Puppet's gleaming head.



▼ The planet of Feminin provides an extremely picturesque backdrop.

Fancy yourself as a bit of an intergalactic bully boy do you? Well how about taking on the might of Team 17 in our demo of their excellent new beat'em-up, Body Blows Galactic.

Insert the disk in DFO as usual and then switch on your machine. A message will appear saying that the disk is being accessed and then the title screen will appear coupled with the groovy intro theme. Pressing the fire button on your joystick will take you through a list of all the fighters who are available in the full game and one more press will start the bout.

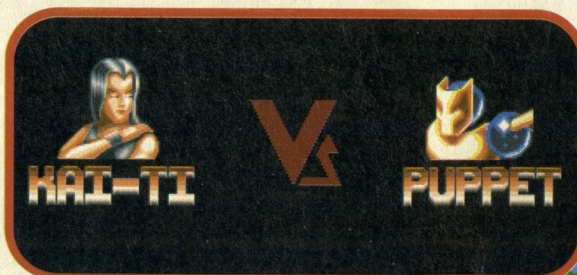
The fight takes place on the aesthetically pleasing waterfall world of Feminin. This particular demo allows two players to compete against each other in the shape of the gorgeous Kai-Ti and the less than lovely Puppet.

Waggle the joystick in a frenzied manner while simultaneously pressing the fire button. Now your chosen character should perform a variety of different fighting moves designed to incapacitate your opponent, and if you keep

the fire button held down for a couple of seconds, your fighters should perform their very own special move (We won't spoil things for you, as there's an infinite joy to discovery that we wouldn't want to rob you of).

If you're not very good at first and find that most of the moves you pull off are managed by accident rather than design, try playing the game on your own. Your opponent will just stand there transfixed and you will be able to practice controlling your character's moves to your heart's content.

The contest is decided over the best of three rounds and may the best man (woman/spiky metal puppet) win.



▼ Kai-Ti employs a bit of cerebral cunning to outwit the more physically gifted Puppet.



DUFF DISKS

The greatest care is taken to ensure that your coverdisks reach you in the most perfect of condition. If you have any problems with them whatsoever, we will understand if you want something done about it. However, we are unable to help, so could you please send any duff disks to Prosoft, 5 River Gardens Business Centre, Spur Rd., Middx TW14 OSN.

FURY OF THE FURRIES



Disk 2 is a little less violent, but still rollicking good fun. This next bit will make sure that you scour these coverdisk pages more closely in future, because it is vital that you write enable disk 2 by covering the hole in the top right hand corner with the black plastic tab before placing it in DFO. Having done this, insert the disk and switch on your Amiga. You should be presented with an options screen, choose which game you want to play. Select Fury of the Furries

using the relevant key and after a while you should be presented with two icons, one of a television set and one of a monitor. Press the appropriate arrow key to indicate your hardware set up and after more loading, a couple of intro screens will appear. Keep pressing the fire button on your joystick and you will eventually find yourself at the start of level one of this three level demo.

The furry will start off as a sort of yellow furball, but if you want to progress through the demo you will have to know about the metamorphosing qualities it possesses. When the furry is standing on a solid surface, pull the joystick down and he will undergo a transformation. Press the fire button once and he will disintegrate



▲ This mean looking yellow furry is able to throw fireballs and walk through flames.

before your very eyes. Now you can choose his colour by pushing the joystick right or left. When you have the correct colour of furry you require then he can be reformed by pushing the joystick up.

Okay, so this makes the furry look pretty, while it also changes his abilities and this is extremely important. A brief description of the talents of each individual hairball follows:

Yellow: Can throw fireballs and go through flames.

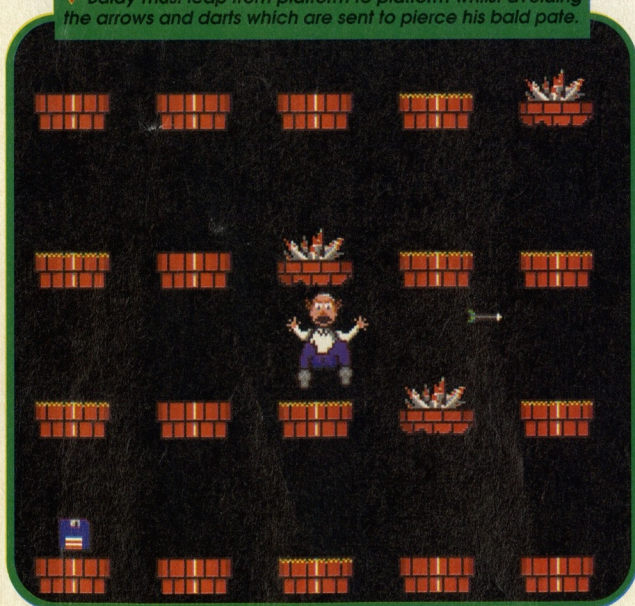
Blue: Can dive underwater, spit air bubbles and make water levels rise in narrow spaces.

Green: Can throw out a line and hook himself onto any object or part of the surroundings on which it is possible to walk and also onto most flying enemies. He can also pull some objects towards him by throwing the line onto them and walking away from them.

Red: Can eat certain bits of the surroundings.

Armed with this important information, off you go on your way, safe in the knowledge that reading these coverdisk pages hasn't been a waste of time.

▼ Baldy must leap from platform to platform whilst avoiding the arrows and darts which are sent to pierce his bald pate.



BALDY



▲ It pays to plan your route around the screen before setting off in game pursuit of the disks which need to be collected.

Keeping Fury of the Furries company on disk 2 is Baldy, a PD game of chrome dome proportions. Follow the set up procedure outlined above and select the appropriate key to press when asked which game you would like to play. Guide the balding bloke around the screen using the joystick to move left and right and the fire button to teleport him from one yellow platform to another. Collect the disks which appear as if by magic but make sure that you avoid the arrows which are slung at you from all angles. The game gets trickier as you progress through the levels

and although it looks simple enough you will find it deceptively difficult and fiendishly addictive. In fact after a few minutes you'll be tearing your hair out and after a few hours you'll even begin to look like our slapheaded hero.

COVERDISK

FURY OF THE FURRIES
PUBLISHER: Mindscape PRICE: \$29.99 TEL: 0444 246333

THE MAKING OF

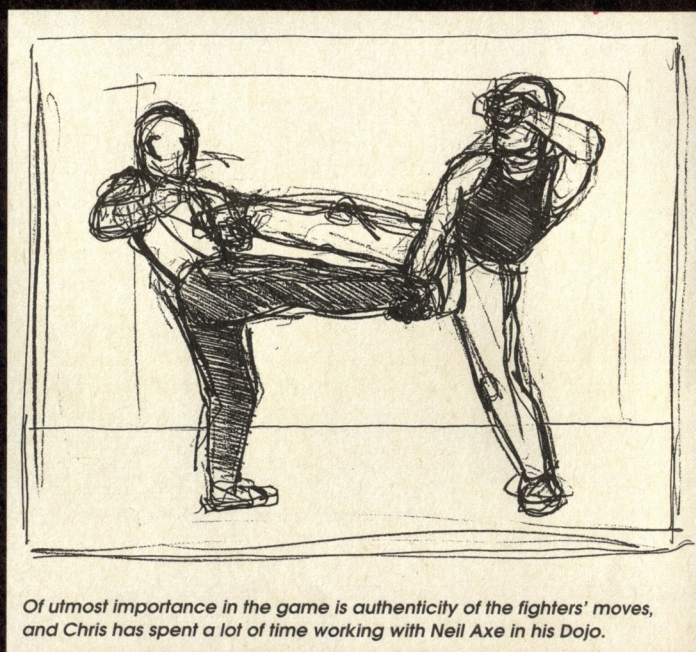
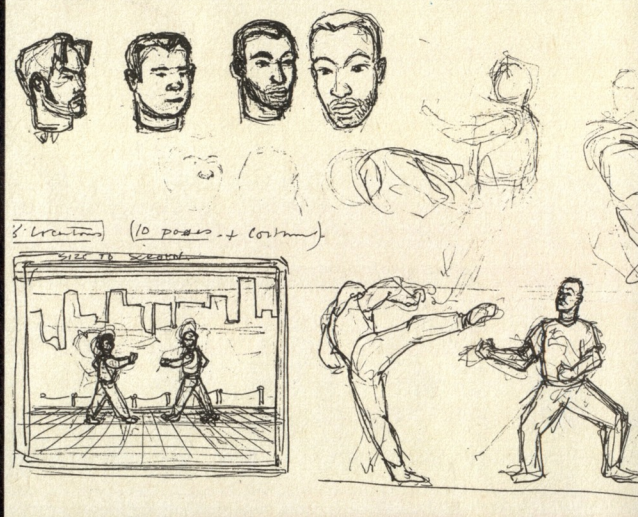
Part 2

SSS
100
P
in
K
10
M

The MysterX machine is in motion and the ideas are beginning to flow down at Millennium HQ. Into the Orient we trek once more, for a rollerCOASTing ride into beat'em-up heaven and beyond.

BY: PAUL ROUNDELL

Preliminary artist's sketches of Neil, Graham, Mike and Julian, the four intrepid cyclists and stars of the game.



Of utmost importance in the game is authenticity of the fighters' moves, and Chris has spent a lot of time working with Neil Axe in his Dojo.

Such is the strangeness of the MysterX phenomenon that those who missed last month's piece (see back issues on page 90!) are likely to be left scratching their collective crania in places, and I can only sympathise before we swiftly move on.

A simple recap isn't possible I'm afraid, because absolutely everything about MysterX screams out opposition to the mere concept of the word, in a way that makes explaining the rules of cricket to a deaf goose from Afghanistan seem like a more than enticing prospect.

The game is based on Sifu Neil Axe – Master Axe, a title bestowed upon him by the numerous martial arts honours he's won – self-proclaimed portal for the ancient five guardians of the earth. This much is true as far as it goes, but MysterX the game, is only one part of the MysterX spectacle which will be unfolding in stages over the next couple of years.

As we mentioned briefly last month, Neil Axe led a team of men across the United States in a fundraising cyclathon, and it is this event that becomes gamified (nice word that) first, in what will eventually be a three game series covering the whole of the MysterX legend.

Chris Elliott is the producer, among other things, and, it seems, could talk about the tentatively entitled Coast to Coast all day.

"It's a different sort of licence," he says, when asked why Millennium have jumped on the personality bandwagon. "We are still very much an original software publisher, but this is just so left field, not your average 'here's a big name – who gives a toss about the software' type thing. Neil is a very focused guy and he knows what he wants. The original feeling was that yes, it sounded good, but what we are doing is a very ambitious project and can't be done using existing technology."

"One presumes some equality to draw a comparison. Believe me – there will be none."

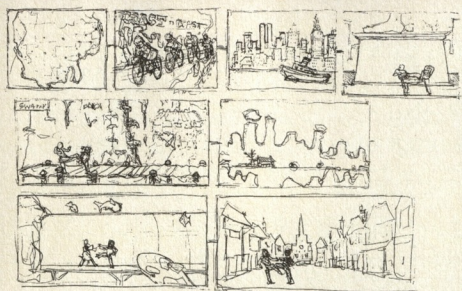
Neil Axe, soon-to-be game sprite, on the differences between MysterX and other beat'em-ups.

MysterX



"Why make it up when the truth is so fantastic?"

Chris Elliott, producer, on the story of Coast to Coast.



Between sparring bouts, the game will shift from location to location as the guys cross America.

Ah, the fabled "piece of kit" briefly mentioned by Neil last month. What is it then, and why do Millennium need it?

As regards exactly what it is, Chris was purposely very vague, describing it only as "very powerful" and "Amiga based". As to why they need it, he was far more forthcoming. "In terms of hardware, things are going absolutely spare. We're in the 16 bit age now and moving into the age of 32 bit technology. The whole feel of the project suggested we needed something more. Neil had these ideas for cinematic openings and as a designer-producer my feeling was that we couldn't do it justice on the platforms we currently have."

So what happens next then, sit around and wait until this secret new hardware is ready?

"We thought, let's do something we can cope with now," answered Chris. "By developing Coast to Coast at the moment, next year we will be delivering people a game for the machines they own now. A year after that, with the second game, we'll be delivering a game for the machines of the future."

As far as the game goes Chris and the team are keen to keep to the story as far as possible. "Why make it up when the truth is so fantastic?" says Chris. "This game features real people and real events, although we are going to mix myth and reality. We wanted to

use Coast to Coast as a game that really gets back to basics – something that is more authentic than the rest. We've done a lot of research into this, and most martial arts experts look at a beat'em-up and say 'that's crap – you'd leave yourself open here, there' etc. It doesn't mean to say that a game is bad, but what we are trying to do is integrate moves which are really possible and which you won't see in any other game.

"I've been working with Neil in his Dojo to get as much authenticity to the moves. A lot of stuff Neil does is not conventional and we want to use these moves. So, for instance, when your competition winners (Busted! booklet, AA53) come down to see Neil, we can show them that these things really are possible and that we haven't invented anything. What we have is spectacular enough. I mean, you wouldn't develop a flight sim without talking to pilots, would you?" Er, no...

The game will follow the fortunes (and misfortunes, if the press cuttings are anything to go by) of Neil, Julian Carlino, Graham Cadle and Michael Graham as they cycled and fought their way from New York to San Diego. And as a reiteration of Millennium's commitment to authenticity, a trainer mode is high on the list of priorities.

"With existing games of this kind there is no facility to practice the game," says Chris. "We're hoping that you will be able to customise certain special moves, but we will have to see how everything fits together. The cycle ride itself will be a linking element between the sparring stages, and we originally toyed with the idea of a cycle ride sub game, but in terms of graphics, we just couldn't manage it. We have this big shopping list of things we want to fit in."

Despite the apparent strangeness of the scenario, don't be fooled into thinking that Coast to Coast is some kind of adventure game. It's a beat'em-up, pure and simple (although given the subject matter and the obvious massive enthusiasm for the project down in sunny Great Shelford, I imagine that Millennium would be more than happy to treat it as 'an adventure into the soul').

At various stages across the USA, stops are made and the team take on challengers. Each of the four has one or more particular disciplines in which they

excel and Chris is hoping to bring in a certain amount of strategy.

"At the end, Neil faces, like, a tournament climax, where he has to total about 60 different



"Would you develop a flight sim without talking to pilots?"

Chris Elliott, producer, on Millennium's relationship with martial arts experts.

opponents. We're still working on this in terms of programming, and we will have to decide what's best – more opponents and less moves, or the other way round."

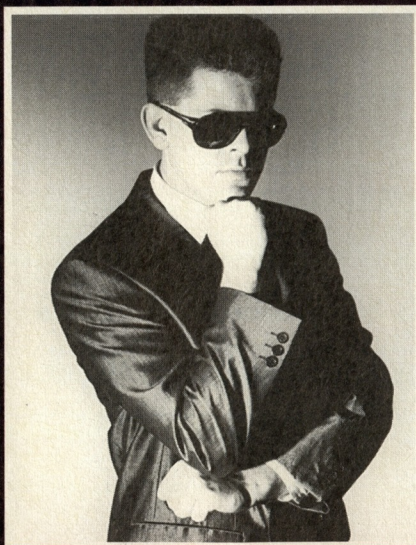
Neil is the linchpin for not just this game, but the whole project, and as such, wasn't there a tendency to make him "stronger" than the rest?

"Neil has immense experience in so many aspects of martial arts, but the others rival him in certain fields. We're not sure just how the conclusion will be reached, but because of the nature of the game, I guess we'll just ask for the true account of what happened."

Which brings us around full circle. It's very easy, listening to Neil, Chris and everyone else involved to get drawn into the story and become caught up in what is shaping up to be a very, very interesting game indeed. The second game, the MysterX of the project in question, sees the transition of Neil from guy with a chosen mission, to chosen guy with a mission. It is this which seems so difficult to comprehend in an industry which relies so heavily on rehash and make-believe.

Perhaps it is after all best looked upon in the simplistic way in which Neil answers the question as to why he is the one chosen for this pious state of being. "Why not?"

Why not indeed. See y'all next month for part three, yeah?



"Me"

Neil Axe on what will make the MysterX project great.

CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	⬢	CANNON FODDER	VIRGIN	£29.99	SHOOT'EM UP	94%
2	1	FRONTIER: ELITE 2	GAMETEK	£29.99	ARCADE STRAT	93%
3	⬢	MORTAL KOMBAT	VIRGIN	£29.99	BEAT'EM-UP	91%
4	2	PREMIER MANAGER 2	GREMLIN GRAPHICS	£25.99	SPORTS SIM	87%
5	⬢	ZOOL 2	GREMLIN GRAPHICS	£25.99	PLATFORM	79%
6	5	MICRO MACHINES	CODEMASTERS	£25.99	RACING	83%
7	⬢	THE SETTLERS	BLUE BYTE	£34.99	STRATEGY	89%
8	6	SENSIBLE SOCCER 92/93	RENEGADE/MINDSCAPE	£25.99	SPORTS SIM	90%
9	⬢	JURASSIC PARK	OCEAN	£25.99	SHOOT'EM-UP	88%
10	4	CHAMPIONSHIP MANAGER 93	DOMARK	£25.99	SPORTS SIM	78%
11	3	ALIEN BREED 2	TEAM 17	£26.99	SHOOT'EM-UP	91%
12	⬢	F-117A	MICROPROSE	£34.99	FLIGHT SIM	89%
13	9	BODY BLOWS GALACTIC	TEAM 17	£26.99	BEAT'EM-UP	84%
14	11	SYNDICATE	ELECTRONIC ARTS	£34.99	ARCADE STRAT	93%
15	★	LEMMINGS 2	PSYGNOSIS	£29.99	PUZZLE	95%
16	7	GOAL!	VIRGIN	£30.99	SPORTS SIM	88%
17	8	EUROPEAN CHAMPIONS	OCEAN	£25.99	SPORTS SIM	88%
18	★	ANCIENT ART OF WAR IN THE SKIES	MICROPROSE	£34.99	FLIGHT SIM	61%
19	10	HIRED GUNS	PSYGNOSIS	£34.99	STRATEGY	91%
20	17	GUNSHIP 2000	MICROPROSE	£34.99	FLIGHT SIM	92%

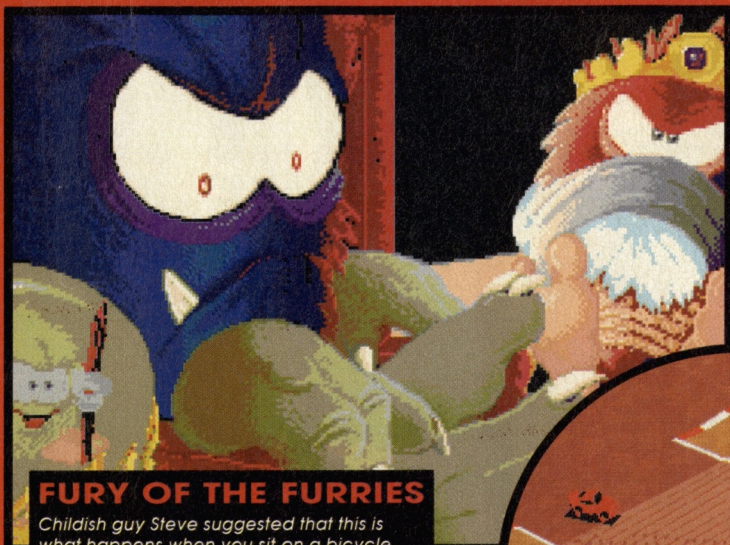
★ = RE-ENTRY ⬢ = NEW ENTRY

Oh dear! The old buffers down at the good old British Legion will not be pleased at all. Virgin's controversial Cannon Fodder puts the fun back into war and shoots straight in at number one. Virgin have yet another new entry at number three in the shape of their much heralded beat'em-up, Mortal Kombat. Gremlin's Zool 2 also appears in the charts for the first time, and then there's a couple of surprises. Blue Byte's excellent Settlers causes a pleasant stir at number seven, whilst Ocean's Jurasssic Park pops up at a surprisingly low number nine.



ACTION REVIEWS

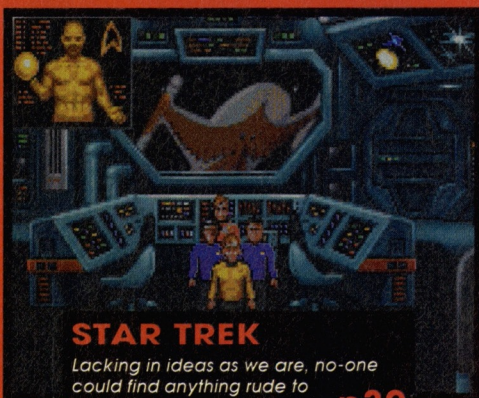
INSIDE...



FURY OF THE FURRIES

Childish guy Steve suggested that this is what happens when you sit on a bicycle seat the wrong way. We were outraged, but we had to laugh.

p28



STAR TREK

Lacking in ideas as we are, no-one could find anything rude to say about this game. Tut.

p30

SUPER LEAGUES

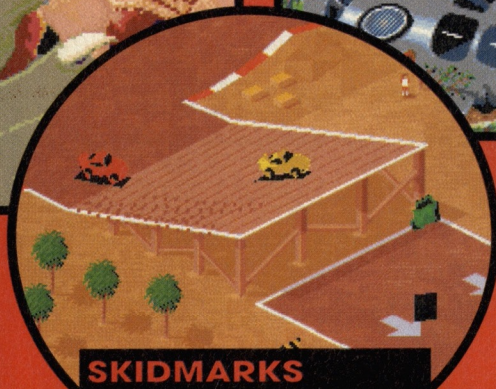
The letters dried up for a bit, but we're more snowed under than ever now, so we hatched a plan. We're looking at the leagues in their entirety - so don't be surprised if a few radical position changes are made soon. Don't be surprised if nothing happens either though...

More platforms than a 70's shoe shop, more puzzles than Johnny Rubiks and more tracks than British Rail...

INNOCENT UNTIL CAUGHT

Childish guy Neil suggested this is the state of affairs when your mum knows that someone has been leaving the toilet seat up. Disgusting, we thought, between giggles.

p38



SKIDMARKS

Childish guys that we all are, we just fell about chortling, a sound broken only by the occasional artificial noise.

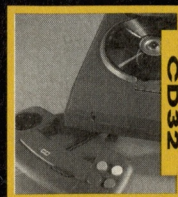
p36

PLUS

Lamborghini American Challenge, T2 Arcade, 'Allo 'Allo, Championship Manager Italia, The Settlers, Cosmic Spacehead, Switchquiz, Fantastic Dizzy and more!

A NEW OUTLOOK!

There is no one type of Amiga review anymore. What with CD32 and the A1200 on top of the basic A500/600, we can now be faced with up to three different kinds of product, or three brackets of quality, if you like. Rather than stick in a couple of tedious lines outlining the differences of games on different machines (or lack of), what we'll do, to make things easy, is show the machine we used to review the game, and box out a comment to outline any differences if, and only if, applicable. We think you know by now that an Amiga Action review contains everything you need to know about a game, and that any significant factors regarding release across the Amiga machines will be included within those concise, flowing and, er, informative prose. So it's sorted then, yeah?



CD32



A600



A1200

ACTION REVIEW ADVENTURE



▲ Not your average looking adventure. That's because this is a platformy bit, you clots.

▼ Enter and win this competition and you could win the trip of a lifetime.



▲ A big scary monster blocks Cosmic's path. A flash of inspiration is required if you are to make progress.

I remember way back a few months ago when virtually every second game you loaded up was a graphic adventure. Darkseed, Indiana Jones and the Fate of Atlantis and The Legend of Kyrandia to name just the best of them all arrived within a very short space of time. Then just as soon as they had arrived the flow stopped and there wasn't an adventure in sight. Until now that is, when we are once again swamped by a veritable tidal wave of top quality adventures.



Over a short space of time, that is the last couple of months, we have seen the excellent Beneath a Steel Sky as well as my own personal favourite, Star Trek: 25th Anniversary. Add on to that the less impressive Innocent Until Caught and this surprise effort from

Codemasters move away from the norm and branch out into the field of graphic adventures, with no small degree of success.

COSMIC

Codemasters and adventure fans have certainly had a much better than expected start to the new year.

I say surprise effort because, let's face it, Codemasters are more renowned for games of a far shallower nature than this one. What do you think of when you hear the name Codemasters? Well if you're anything like me it will be games of the platform variety and, more specifically Dizzy.

Head on the wall

Having said that, as soon as you begin to play Cosmic Spacehead it becomes very apparent that it is not your everyday adventure from say, Lucasfilms. This is without a doubt one of the most bizarre, off-the-wall adventures I have ever had the pleasure to play.

You are Cosmic and have just returned from a journey to the as yet unheard of planet Earth. However on returning to your home planet of Linoleum you realise that you have little or no proof of your discovery. Realising your foolishness you set off again, camera in hand to get conclusive proof. Unfortunately, your original trip has eaten a serious hole in your funds and you have no money whatsoever. You must overcome this and many other problems before you can finally justify your claim to fame.

There are two things that I can see that will put many people off Cosmic Spacehead. The first one is the interface by which your commands are entered. Two gripes with this really. One, you have to use a joystick which makes the whole process cumbersome, and two it is far too basic for my liking. Perhaps the super advanced interfaces I am used to have meant I have become lazy, but to be fair they do mean that Amiga users are used to something far more sophisticated. This combined with the absence of mouse control is unforgivable.

The second minor problem is that some of the puzzles may be too obscure for some of the more lateral thinking gamers. I know many people who like their problems to be solved by logical means who would not entertain such abstract riddles. Personally, I think it makes a nice change and it certainly keeps you on your toes.

I feel I may have given too negative an impression so far, but I assure you I like this game a lot. The faults I have listed are pretty minor and I am not exaggerating when I say that they really are the only problems I found.

Different is the best way to describe this. To say I have never come across anything quite like it before would certainly not be wrong. The graphics are highly colourful, not to mention pleasing to the

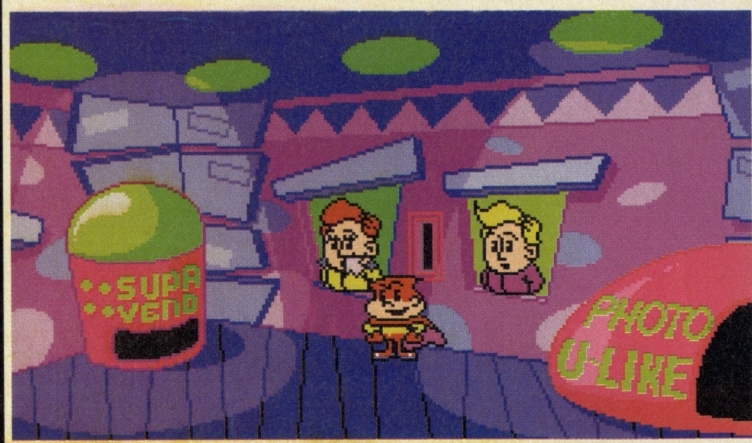


▲ Passport control, what a bind eh. Still, I also it's essential so just grin and bear it.

▼ The post office is a very useful source of information at the beginning of the game. The assistants are far more helpful than any I've ever come across.



▼ Inside the post office you'll probably find someone paying their electric bill with DSS milk tokens, and someone else changing a fifty quid note for 1p's.



SPACEHEAD

eye, and the whole storyline is so strange that it simply urges you on to see just what the next strange experience will turn out to be.

Cosmic is not the most instantly appealing of computer game characters, but as you progress through his adventures he starts to grow on you, and his comical antics should keep you engrossed for quite some time to come.

As I said earlier, some of the puzzles may be a little too obscure for some people. If you can get your head around them then you should be able to treat them no differently to say one of the Indiana Jones Lucasfilm adventures.

Out of time

The game in general is a very pleasant experience, combining some very challenging and enjoyable adventure sections linked together by some platformy sections which are, let's face it, what Codemasters do best.

Codemasters' games are not always my favourites, and I have to admit I have no time for the Dizzy games whatsoever, but Cosmic Spacehead is a different matter entirely. I can honestly say that I enjoyed playing this far more than the vast majority of games that we have to plough through each month, and found its novel approach to the

adventure game genre highly refreshing indeed.

I always like to see software companies branching out, and with this excellent release Codemasters have certainly proved they are one of the most versatile producers around, with what seems to be a talent for bringing out the best in any type of game. With just a few minor improvements, including more main character animation, they could come up with something stunning.

▼ Cosmic is unable to do anything of use without money. Fortunately there is a coin on the floor here.



▼ It must be Cosmic's lucky day. He's just won a fortune on an arcade machine.



▲ Unfortunately Cosmic is unable to fire at his enemies and is forced to simply jump over the top of them.

THE LOW-DOWN

PUBLISHER: Codemasters
CONTACT: 0926 814132
TEAM: In House
PRICE: £25.99

S C O R I N G	
GRAPHICS	80%
SOUND	73%
PLAYABILITY	85%
DIFFICULTY	Average

Cosmic Spacehead was obviously designed with the MegaDrive firmly in mind and converted to the Amiga as an afterthought, the lack of a mouse option is testimony to this. But that is not to say it doesn't work well on the Amiga because it does, very well in fact. Despite a few minor niggles Cosmic is one of the most enjoyable games to have appeared in a long while and anyone who gives it a chance will find it more than meets their expectations.

REVIEWED BY: Steve

SECOND OPINION

I certainly prefer the cutesy action games with a challenging variety of gameplay. Cosmic Spacehead is one of those, although at times he is annoyingly provocative to play.

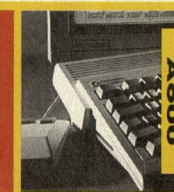
OPINION BY: Rachel

OVERALL SCORE

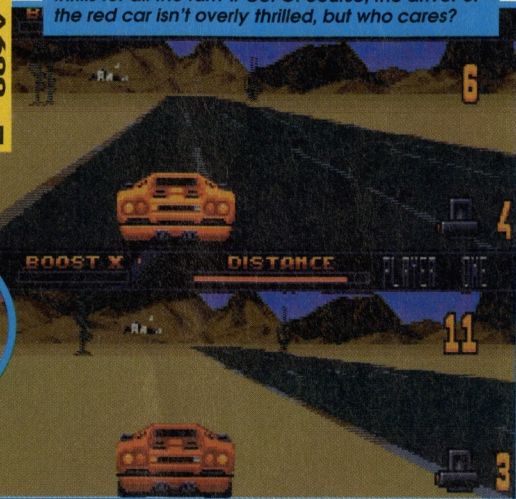
85%

ACTION REVIEW RACING

With a lick of paint and a fancy new badge, out of the Titus garage rolls another cra-zee car.



▼ The Lotus-like two player option provides extra thrills for all the fam-il-ee. Of course, the driver of the red car isn't overly thrilled, but who cares?



LAMBORGHINI

A lright, I accept that sequels aren't the most original form of computer software. In fact, sequels to anything are just about as unoriginal as you can get. I mean – Nicky Boom, yeah? He battled through the forest, saved his grandad and killed the wicked witch. The end. But no – it seems the witch had a sister, or something, equally as evil, who took over the mantle of doom and necessitated a second episode.

And what about Bruce Willis? Detective John Maclean, Christmas Eve, wife in building, terrorists storm building, Maclean saves building and wife. Could only really happen once, surely?

Well... no, but everyone's getting fat from the profits, so who cares?

I've strayed from the point, and I hope you don't think I'm taking the widdle out of Titus, because I'm not – in fact, respect is due.

Lamborghini is Crazy Cars 3 with a licence and a two-player option. We know it, you know it, Titus know it, and to their credit, they try to kid us not one bit.

Rear end

Apparently, on its release towards the back end of 1992, Crazy Cars 3 didn't do half as well as Titus had hoped. In all honesty, the two previous Crazy Cars efforts hadn't done it any favours in the reputation-for-excellent-driving-games department, and even a high Amiga Action rating couldn't save it. Now that they've got a bit more money to invest and promote, those generous fox lovers thought perhaps we'd like another look, and that perhaps we'd like to bring a friend.

DIFFERENCES

The A1200 is kind enough to provide the necessary speed at which two player mode becomes good fun to play. Which is good because two-players are better than one. As they say. Oh yes.



▲ This motley crew are only too happy to take your cash. A bit like Steve really.



The toppermost top thing about Lamborghini is the playability. The scenery flashes by at a rate which indicates a more than reasonable speed, and unlike the majority of games in the – vastly overused word this – genre, you don't skid horrendously, you don't weave like a bicycle and you can't keep up the same speed when you stray off the track.

Side wagers with rival racers and the chance to buy extra gear from the shop spice things up, and as the structure is the same as CC3, most of you will remember that the idea is to win enough money to enter the big high-stakes races. All of these add a sense of purpose and with the two-player game included, surely we have a stonker on our hands?

Yes and no. I put the one player mode of Lamborghini above any other, but the two player mode, on the A600 at least, seems rather too slow for rip-roaring double barrel fun. Which leaves me in a dilemma. I love Lamborghini and realise that most will play it alone. But there's no getting around the fact that two of you – unless you have a 1200 – will find it laborious. It's no good. I've sat here for 20 minutes now and I still don't know what to do. Maybe grabbing the screenshots will bring inspiration and wisdom. Er, later.

THE LOW-DOWN

PUBLISHER: Titus
CONTACT: 071 700 2119
TEAM: In House
PRICE: \$25.99

SCORING

GRAPHICS	84%
SOUND	80%
PLAYABILITY	88%
DIFFICULTY	Average

Well whaddya know, I just can't get the screenshots yet – I'm going to have to think on my feet. Right, well let's get the nasty bit over with. If you own Crazy Cars 3, don't buy this. The two-player option is the only difference, and it alone isn't worth buying the game for. Anyone else, put those orders in now! Graphics, playability, even the sound, are all spot on. Lamborghini is the best racing game you'll come across in a long long time.

REVIEWED BY: Paul

SECOND OPINION

I never played Crazy Cars 3 so couldn't care less whether it is exactly the same or not. All I know is that this is one of the better examples of a racing game I have come across. Well worth a purchase.

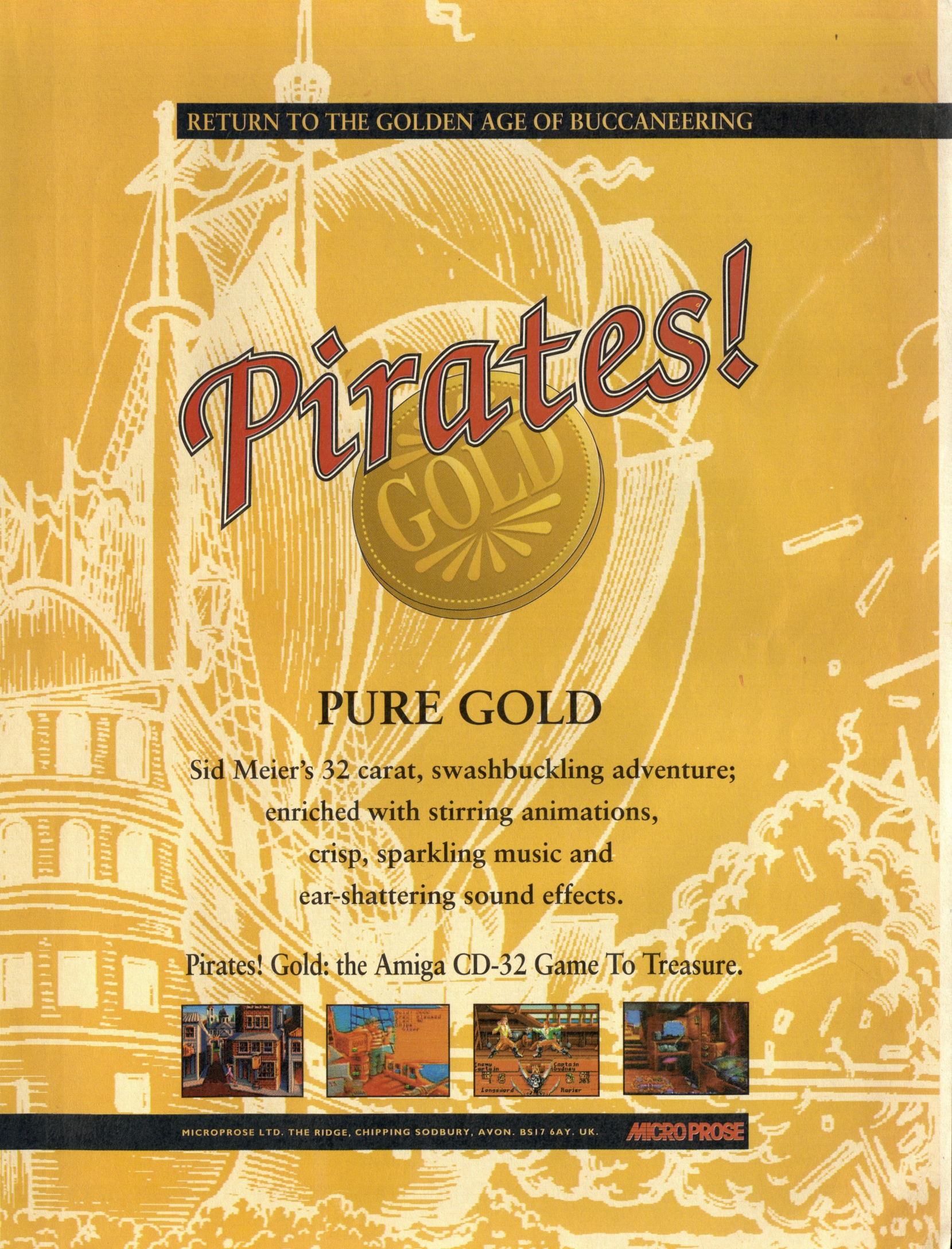
OPINION BY: Steve

OVERALL SCORE

85%

RETURN TO THE GOLDEN AGE OF BUCCANEERING

Pirates!



PURE GOLD

Sid Meier's 32 carat, swashbuckling adventure;
enriched with stirring animations,
crisp, sparkling music and
ear-shattering sound effects.

Pirates! Gold: the Amiga CD-32 Game To Treasure.



MICROPROSE LTD. THE RIDGE, CHIPPING SODBURY, AVON. BS17 6AY. UK.

MICROPROSE

ACTION REVIEW SHOOT'EM UP



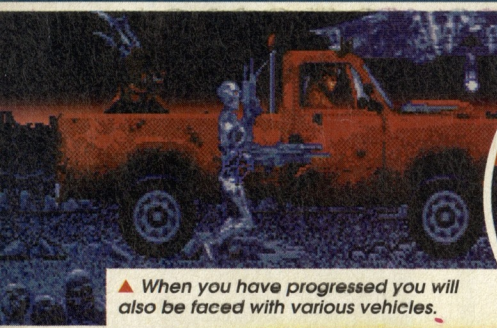
With his last cinematic outing a bit of a flop, big Arnie needs to gain back some cred, so it's back to grass roots with what he does best.



▲ It doesn't really matter which level this is from, they all look the same anyway.

TERMINATOR

THE ARCADE GAME



▲ When you have progressed you will also be faced with various vehicles.

▼ Your sights are trained on one of the upper class terminator models.



power of large machine gun type things bolted to the front of the machine. And let's face it, a mouse is a poor substitute, but that shouldn't really matter as long as the gameplay is up to scratch. Unfortunately this isn't so.

This is a bit of a strange one, but I am not saying that the game's gameplay isn't good, because as far as I am concerned it is just as good as the arcade version ever

was. What I mean is that I never really thought that the original was up to much. Probe, the team behind the much better than expected Mortal Kombat have once again managed to surpass my expectations in converting something to the Amiga to a much higher quality than you could ever have hoped for.

For obvious reasons I haven't extensively played the arcade version but the graphics certainly look similar and the whole thing moves well enough, it's just a shame that it's so samey. Level after level of virtually identical action, and action which is not particularly exciting to begin with anyway.

Big surprise?

All the game basically consists of is moving along an automatically scrolling landscape, shooting endless numbers of robots and the occasional helicopter type thing. Nothing more, nothing less. Don't be expecting gameplay surprises because if you do you will be disappointed. The only real breaks in the style are the odd end of level guardians thrown in every so often, but to be quite honest it isn't enough.

I'm not going to give T2 a horrendously low score because an excellent job has been done, and I don't think it could have been programmed any better. On the other hand to give it any more than I have done would have been a bit of a travesty.

THE LOW-DOWN

PUBLISHER: Virgin
CONTACT: 081 960 2255
TEAM: Probe
PRICE: £29.99

S C O R I N G	
GRAPHICS	78%
SOUND	80%
PLAYABILITY	59%
DIFFICULTY	Average

It's difficult to make a decision on just what to give T2 scorewise. I went through a number of different scores in my own mind that ranged anywhere from 50 to 80. What made the task so complex is that it's obvious that the game couldn't have been much better on the Amiga considering what the programmers had to work with. Unfortunately this is not a style of gameplay I think works particularly well. A good effort from Probe that only arcade fans will enjoy.

REVIEWED BY: Steve

SECOND OPINION

Bloodthirsty shooting is all very well, and for two or three minutes in the arcade it's great. For hours and hours at home though, we need something else, and unfortunately this doesn't provide it.

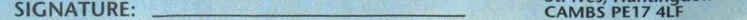
OPINION BY: Paul

OVERALL SCORE

71%



situation as quickly as possible.



ACTION REVIEW PLATFORM

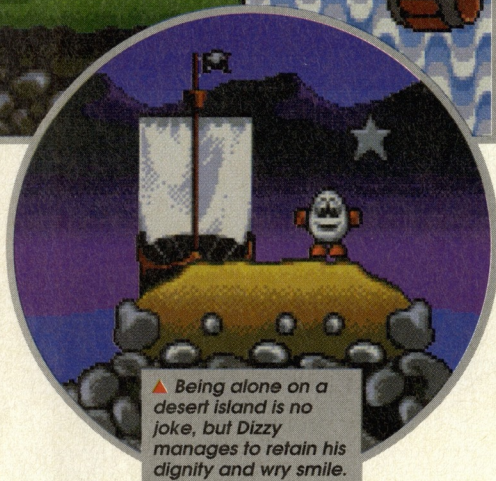


▲ Now we've got him worried. The lift muzak in the tree tops world must take some beating.

FANTASTIC DIZZY



▼ Platformers are usually a "barrel" of laughs, unlike my particularly weak caption puns.



▲ Being alone on a desert island is no joke, but Dizzy manages to retain his dignity and wry smile.

Feeble egg jokes aside, Dizzy, the fun-loving shell dweller in boxing gloves has now returned. He's been converted from the console version of Fantastic Dizzy especially for our delectation and delight.

Apparently, the evil Wizard Zak has cast a bit of a gloomy spell over Dizzy's homeland, thereby turning all the friendly fluffy creatures into rabid egg-eating veggies who are more than happy to indulge in a chunk of hard boiled ova when the mood takes them. Not only that, but, horror of horrors, Dizzy's girlfriend (I suppose that 'chick' would fit the bill better in a game like this) has been kidnapped by the dastardly Zak, and is being held in his mystical castle high in the clouds.

But enough of the improbable storyline, what is it like to play?

Well to be honest, pretty enjoyable. It looks superb, and Codemasters are keen to point out that this is the first time that a game has appeared on the Amiga with a 32 colour scrolling screen on top of a 16 colour parallax screen. The music changes during various points in the play, depending on the location, and as you might

Dizzy's here in a new adventure, and this time it's no yolk (groan).

expect, Dizzy is accompanied on his way by the sort of annoying but merry ditties which claw their way into your brain and just won't go away.

There's plenty of good, clean, wholesome fun to be had as you guide Dizzy on his quest through such scenes as a tree-top village, a harbour town complete with pirate ship and a network of underground mines which are quite literally full to bustin' with precious stones.

Embryonic chicken

On his way, Dizzy has to solve a series of puzzles before he can progress further. Success here depends primarily upon the items which our egg hero has collected and is carrying with him at the time. Only three items can be carried at any one moment (well what did you expect? He is only an egg you know), so a bit of mental juggling is required to make sure that the relevant items are being held at the appropriate time.

I must admit that I got a bit frustrated with the accessing time between some of the screens, and some of the puzzles still have me tearing my hair out. But I must say a puzzle's not really a puzzle if there's not a bit of mental discomfort thrown in for good measure.

Fantastic Dizzy makes no pretensions about being something earth shatteringly special and just gets on with the job of looking, sounding and playing like the quality piece of software it is. More of the same would be greatly appreciated.



▲ Dizzy shows no fear in the face of an irate and large-fanged warthog. Rather him than me.



▲ Dizzy has just located this machine in the underground mines, but he's not really sure how it works or what it's for.

THE LOW-DOWN

PUBLISHER: Codemasters
CONTACT: 0926 814132
TEAM: In House
PRICE: \$25.99

SCORING

GRAPHICS	89%
SOUND	82%
PLAYABILITY	83%
DIFFICULTY	Easy

I'm not usually a fan of platformers, for the simple reason that there are so many of them to choose from and there is so little differentiation. Dizzy is one of those characters who has been around before and has proved successful enough to make a comeback. You may think that such sequel spawning would turn me against the egglike one even more, but there's something about these games that holds my attention and keeps me wanting more.

REVIEWED BY: Neil

SECOND OPINION

Not for me I'm afraid. The primitive control method has long since passed its sell by date, and Dizzy games in general are becoming less and less attractive to play.

OPINION BY: Paul

OVERALL SCORE

83%

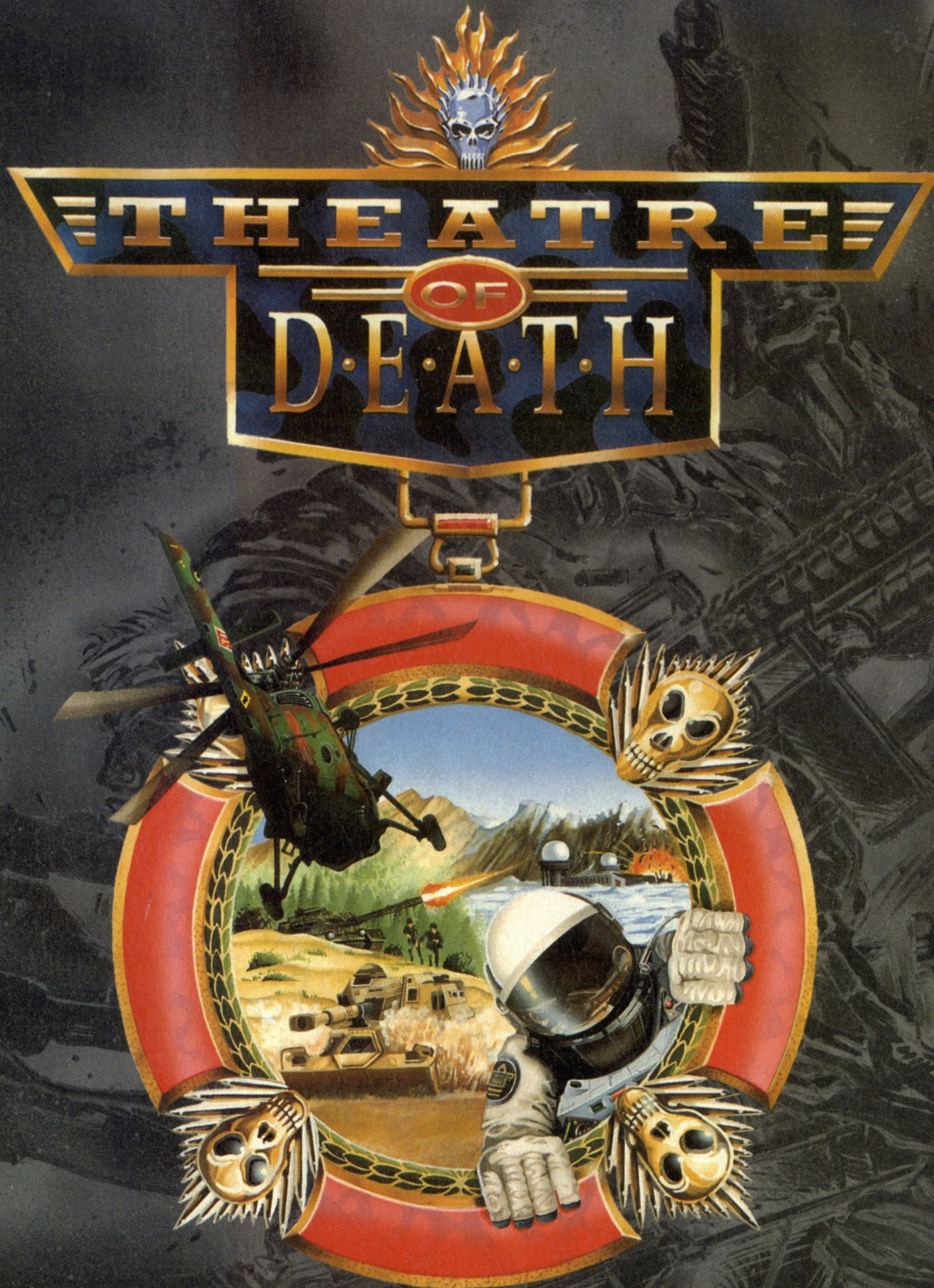
YOU'LL DIE FOR A GAME

Ladies and gentlemen, welcome to the Def Com Military Academy. You are about to operate the most advanced battle simulator ever created. After taking control of your crack division of commandos, the campaign commences in the Grassland area, progresses to the Desert and on into the Arctic Wastes where you will be thoroughly tested in all aspects of ground warfare - at the sharp end of a bullet.

Upon completing the missions, you will be transported to Moon Base Alpha for the ultimate series of challenges the academy's mainframe has to offer.

So if you are sitting comfortably and your reactions are at their sharpest, we will bring the house lights down and immerse you in the total action experience that is the 'Theatre of Death'.

Theatre of Death is available on the Amiga Now!

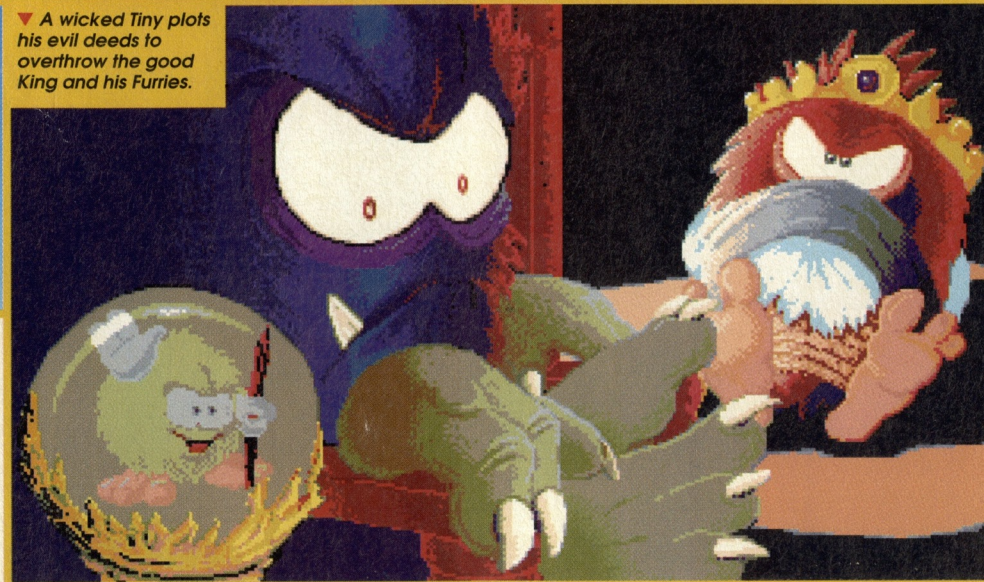


BYRON

ACTION REVIEW PLATFORM



▼ A wicked Tiny plots his evil deeds to overthrow the good King and his Furies.



▲ Hubbling and bubbling. It's worse than a rowdy classroom... one at a time please.

has the answer. What they need is a machine which can transform the little fluffy creatures into sociable beings, and do it rather rapidly.

Following their earthly mission the Tines return home and this is where the game launches. The player has to use lightning reactions as well nifty thinking to guide the Tines through more than a hundred levels of their astonishing planet.

So you want to know the aim of the game? Well as you know the Tines have returned from earth and

FURY OF THE

Titanic Tines tread the planet, questing and metamorphosing.

Furious furries from Mindscape abound. With a storyline much along the same lines as the biblical story of Genesis with the evil angel Lucifer escaping into hell to cause havoc, an evil furious Tiny has escaped, captured the good King and is making mayhem. And at the same time he's turned Sklumph (the Tines abode) into a planet of

utter and absolute terror.

All this misfortune has occurred while some rebel Tines were on a voyage to earth, with the intention of invading and causing havoc. Fortunately for our humble planet devastation didn't strike... but it was a narrow miss.

Mischief makers

Probably the most mischievous creatures in the whole galaxy, it takes some real gameplay to get to know these critters properly. Their sense of humour is torrid... in some cases positively horrid and they are renowned for bringing trouble with them. Anyway back to Sklumph.

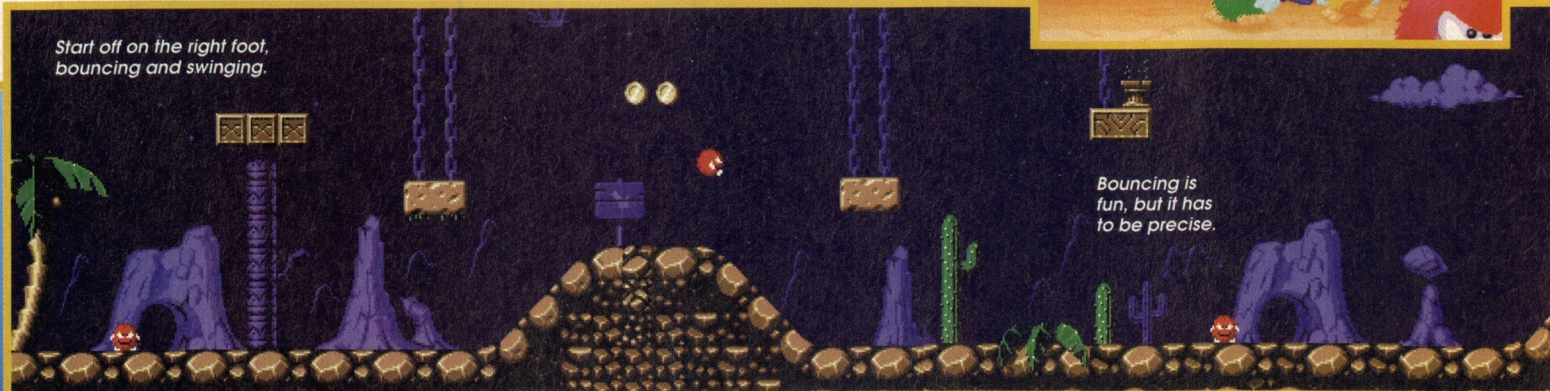
As disaster prevails the wise Tines (well actually the only Tines capable of staying serious for more than an hour) gather to try and find some solution to the problem. The most decrepid and wisest old Tiny

aim to bring peace back to the land. So to help them on their quest there are three magic rings which have hidden powers. Simply by wearing these ancient rings the Tines can change their colour and abilities in times of need. Even these abilities are not trouble free though. The Wicked One knows each of these special powers and so he casts his own

▼ Bemused, confused... slowly it dawns on them that they are in the middle of a strange planet.



Start off on the right foot, bouncing and swinging.



Bouncing is fun, but it has to be precise.

colourful energy rays preventing the Tinies using their own powers.

It is up to you... these tiny mites are awaiting a big strong player to reach the castle and deliver the King from the usurpers' clutches. This takes intricate planning and questing you know. First of all you must make your way through the eight regions of Sklumph. Many a trap and other impending dangers await and you must conquer each one until you exit each level.

Changing challenges

Players have the choice of moving a Tiny using either a joystick or a keyboard. By pulling the joystick down or using the down cursor key the Tiny is put through a transformation. This enables the Tiny to disintegrate and allows the player to choose the next colour to get the Furry through the forthcoming level.

Turning the Furry yellow enables him to throw fireballs of varied intensities, as well as charging through the flames himself.

Turning blue, the mite can dive under water as well as charmingly spitting air bubbles to attack the enemies or make the water rise in narrow spaces.

When the Tiny is green he can throw out a line and hook himself onto any object or part of his surroundings as well as onto flying enemies.

Red proves to be the dynamic power allowing the Furry to eat any part of his surroundings if hunger strikes. And finally ideas from Dr Who

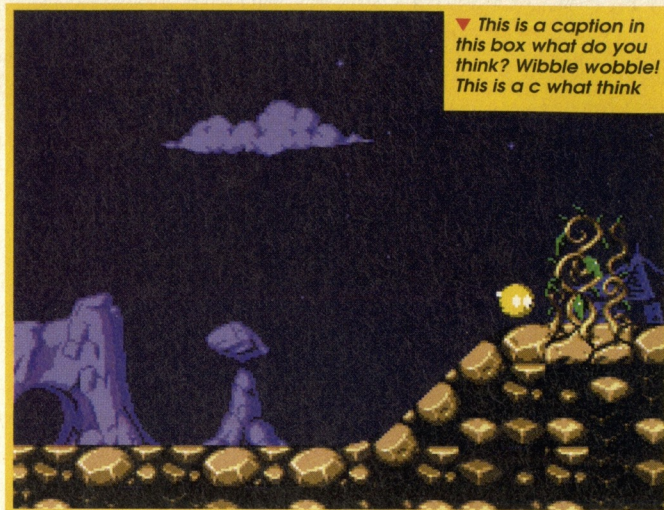
appear to have been introduced into Fury of the Furies. The whole concept of teleporting through twinkling stars certainly introduces a cosmic element to the game.

These bonuses will be lost when the mighty minis travel through colour fields though, so ultimate care is required every step of the way.

Having said all that, the Tinies need to watch out for spikey objects, flames (unless of course they have turned yellow), the big baths of acid, the ticking clock, and, should the mite dare to swear, then his end is nigh. (? - Paul).

On the plus side he can gain extra lives if he collects 100 bonuses or an egg. I must say that the egg element does not seem to be in keeping with the general furry theme.

Although the game runs along the same lines as most other platform games - run along, duck, shoot and dodge - Fury of the Furies contains that rare quality of retaining the interest as you progress. Each level contains different pitfalls and challenges. The player is gently eased into the game with the initial challenge to avoid the spikey bush. After that level is conquered each level adds more to the quest until the player is not only jumping the bushes and

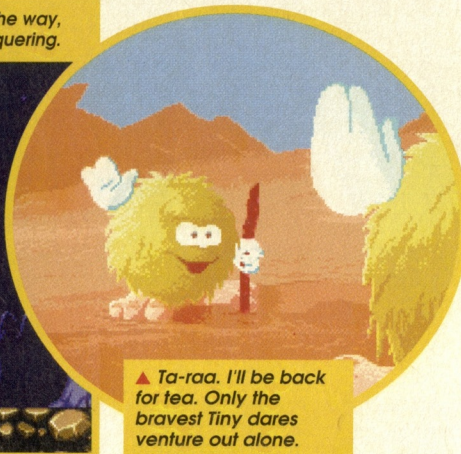
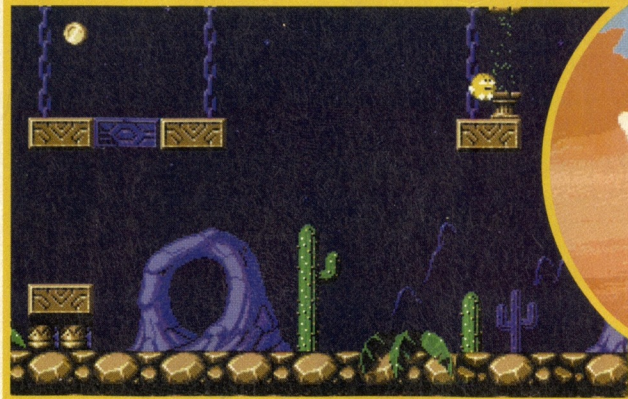


gurgling at the fish but swinging back flip up ledges at the same time as dodging the dangers. Tarzan has nothing on the Tinies!

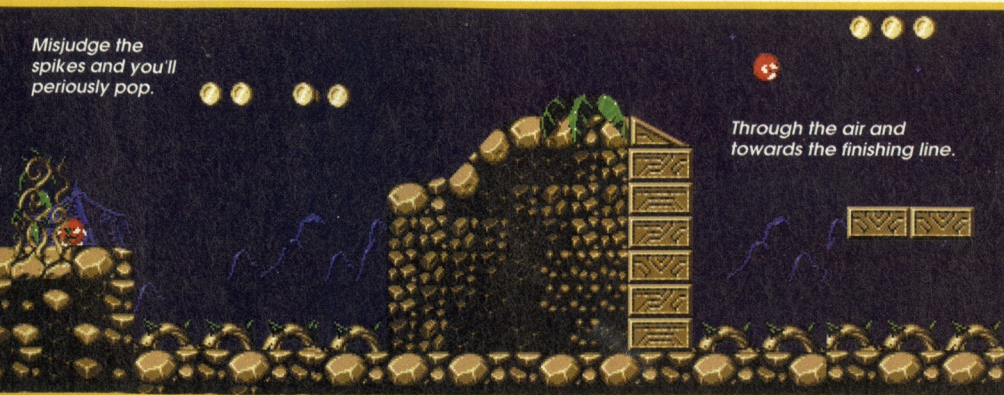
Although the graphics are not particularly outstanding, they are certainly attractively presented, and each level is varied enough to keep the player going until they hopefully rescue the poor old King.

FURRIES

▼ It isn't an easy life for a tumbling Tiny. It's a challenge all the way, as well as a lonesome journey, but the quest demands conquering.



Misjudge the spikes and you'll periously pop.



THE LOW-DOWN

PUBLISHER: Mindscape
CONTACT: 0444 246333
TEAM: Kalisto
PRICE: £29.99

SCORING

GRAPHICS	82%
SOUND	81%
PLAYABILITY	88%
DIFFICULTY	Spot On

Fury of the furries has a definite cutesy appeal that endears these Tinies to any player. They are up to the ultimate form of mischief and can be quite cheeky if kept waiting or if the player commits a particularly bad move. The graphics are colourful, the gameplay is interesting and there are enough levels to ensure it is value for money. Having said all that though the characters flitty manner of moving does prove frustrating at times.

REVIEWED BY: Rachel

SECOND OPINION

Well this is different. Mindscape, famous for their brain-testers, have shown for the second time in a couple of months that they produce a mean platformer too. Nice one.

OPINION BY: Paul

OVERALL SCORE

86%

ACTION REVIEW ADVENTURE



This is it. Star Trek fans have waited so long for a decent game based on the series, and at last, they have it.

It would be all too easy now for me to wander off into some nostalgic ramblings about how much I used to like Star Trek, but I won't, although I may do at some stage later on if things get desperate. For the time being though I will try and avoid it because I am certain that everyone else who reviews it in any other magazine will do exactly that, and quite frankly I think it gets a bit boring after a while.

There see, over a hundred words already and not a single mention of dodgy sets, unbelievably tight uniforms and alien women who never understood the Earth concept of 'love-making'. Whatever your opinions of the programme though, you have to admit it was classic television. (Oh-oh, bland mode activated - Paul). Who cares that they used virtually the same storyline week in, week out with just the odd change

here and there? Not me, that's for certain.

At last then, someone has finally seen that there is a great deal of potential here for a top quality computer game. Many have tried in the past but it has never really worked out to any great level of quality. This may well have been because not enough time was put into the development of the products. You could certainly never accuse anyone at Interplay of this, and they could even be in line for the Missing The Boat award as a result of their efforts to get it right. Correct me if I'm wrong, but wasn't the 25th anniversary of the conception of Star Trek last year? As in 1992. Perhaps Star Trek: 26th Anniversary would have been a more apt name. Still, who cares, as long as the game's good it doesn't matter a bit. Is it up to scratch then? Well, there is good news and bad news.

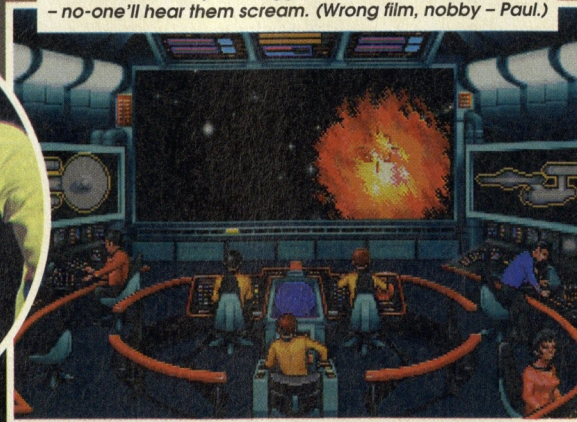


STAR TREK 25TH ANNIVERSARY

▼ Ey up - here's a friendly face in the form of a light cruiser. Sulu and Chekov flash a wicked grin...



▼ ...and blow the poor buggers out of the sky! Never mind - no-one'll hear them scream. (Wrong film, nobby - Paul.)



It's worse than that, he's dead Jim!

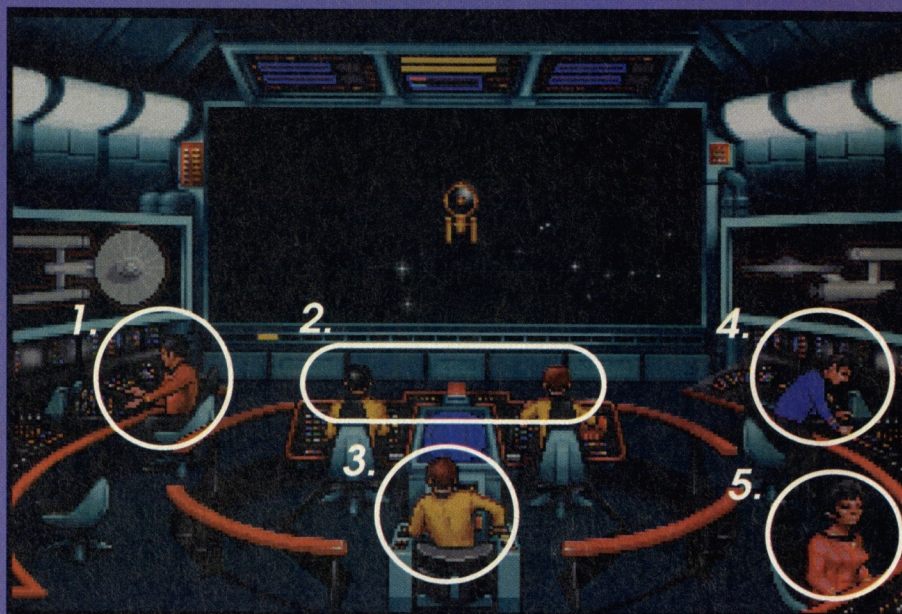
1 Mr. Scott is one of the most important members of the Enterprise Crew. I mean, if it wasn't for him, who would complain about whether the engines can take much more or not? Those Scots eh? – moan moan mo– (Sorry, northern friends – Paul)

2 Sulu and Chekov are at the hub of Enterprise activities. Sulu controls the weapons and shields, while Chekov handles navigation. Or is it the other way round? Oh blimey, I'll have to go and check my video stockpile now.

3 One man who needs absolutely no introduction is Captain James T. Kirk, who spend most of his time demonstrating mating technique to young, confused alien girls. Like Neil to Chinese tourists.

4 Spock is the ship's science officer and is always on hand to offer helpful advice on matters both ship related and moralistic. Famed for his inability to understand humans, he remains the favourite character for many devoted fans.

5 Uhura was always one of my favourite characters. Not only were you never should whether the crew were actually addressing her or merely clearing their throats, but also, what did she actually do? Nobody knows. Something to do with communications I think.



I think I'll save the unpleasantness for later, for no other reason than I do not want to give you a bad impression. Let me say at this point though that the good far, far outweighs the bad.

The obvious style of gameplay for Star Trek is graphic adventure, and I'm glad to say that this is just what you've got. The structure of the game is slightly different to your average adventure though. Instead of having one long mission which you play from start to finish, this is split up into seven television style episodes, which mirror the original programme very well indeed.

What is... kissing?

Each of the episodes is sufficiently varied to keep the player hanging on right through to the end, which to be honest is something that surprised me. When I first encountered this system I was more than a little worried that the lack of a long term goal would lead to me becoming bored very quickly when I got stuck. This didn't happen though and it turned out that each mission was equally intriguing and, if anything the novelty value proved to be an added bonus to the game's lastability.

A special mention should really go to the graphics, which have captured the feel

perfectly. As well as being excellently drawn and animated, the colours are just perfect. Everything is far too bright and the word tacky is one that leaps immediately to mind.

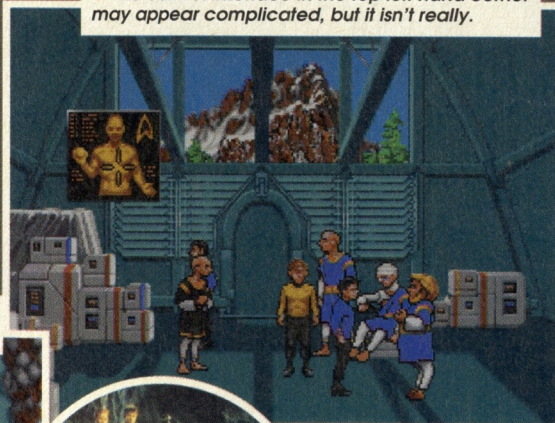
The programmers have done a wonderful job of capturing all of the humour and charm from the series not just through the graphics and sound, which includes some memorable samples, but also in the spoken dialogue between the characters. Plenty of work must have gone into incorporating each individual's personality into the storylines. Remember the banter between Bones and Spock? The desperation of Scotty and the wit of Kirk? They have all been slotted in so cleverly that you could quite easily be watching the ham-fisted actors

parading around themselves.

My favourite aspect though is one that has been dragged out of Star Trek legend. You always knew that if a strange face appeared in the crew and beamed down to a planet with the regulars he wasn't going to last till seven. This has been retained by Interplay, and the bit parters meet their fate in many different ways throughout the game, and are almost instantly forgotten. A master stroke if you ask me. (We didn't, blandster – Paul)

The most important element in any game of this type though, has to be the control interface. The programmers have opted for something slightly different to that preferred by the giants, namely Lucasfilms and Sierra. But in my opinion it works

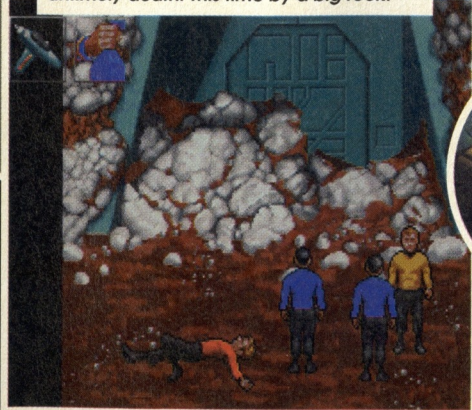
▼ The control interface in the top left hand corner may appear complicated, but it isn't really.



▼ Blimey, what's gone on here then. I bet it's those pesky Romulans again. Jim.



▼ Yet another security officer meets an untimely death. This time by a big rock.



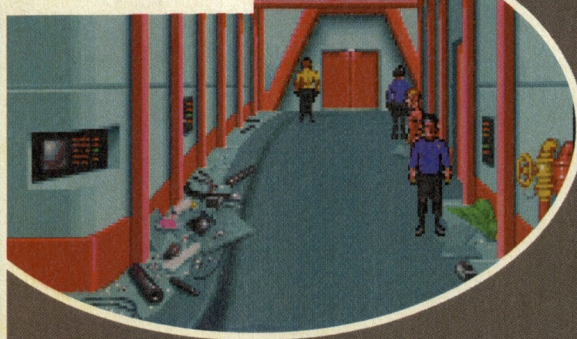


▼ The freed prisoners are grateful. All that remains is to mop up the baddies.

Masada Crewman
Thank you for freeing us, Captain! We'll secure the area so they don't come up behind you.

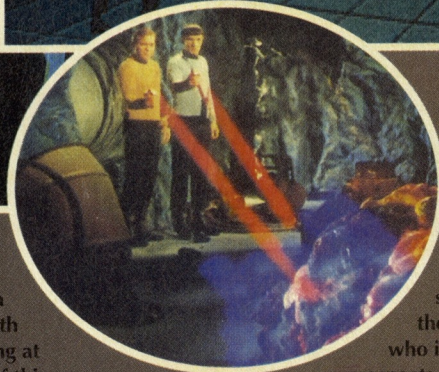


▼ You must disable a forcefield before you can enter the door. Perhaps a phaser welder would do the trick.



just as well and full marks to them for trying to be innovative. The system takes a few minutes to get to grips with and may seem a little confusing at first. Once you get the hang of things everything is entirely intuitive, and before you know it you will be setting phasers to stun everyone without even giving it a second thought.

The only gripe I do have is that it is not always obvious which objects you can and can't use. Sometimes they seem to blend into the background



too well. That seems more than a little harsh because what I am basically saying is that things have been drawn too well, but it does become frustrating at times.

Seeing as I have lead myself onto faults, now would seem to be a good time to drop the hammer blow on everyone who is getting all excited about the prospects of playing this. Unless you have an A1200 you will be unable to immerse yourself in a world of space adventure. That's not too bad you may be saying. Well I've not finished yet. Not only do you need an A1200, you need an A1200 with a hard drive. That may be alright for us magazine reviewers who have access to such wonderful set ups, but for many common household Amiga owners, such a machine is only available to them in a dream. To be fair, Star Trek is only as good as it is because of the limitations on the hardware it can be used on. Admittedly the product would have suffered greatly were it to be released on an A500 or A600, but it is difficult to see how Interplay are going to make any real money on this. When you think about how many people own A1200's with hard drives, then the potential market place for this is about three people and probably no more than a third of those will buy it. OK, I'm exaggerating wildly, but I'm sure you can see my point.

I played the PC version of this game

a while back now and can say that the Amiga version is almost identical in every way – a feat which until now has proved to be impossible. It's a shame for all those owners of lesser machines as it won't be available to them, but if anyone was ever looking for a good reason to upgrade, this is it.

Oh by the way, there are also rumours of a CD32 version, so owners of the new machine should hold their breath.

THE LOW-DOWN

PUBLISHER: Interplay
CONTACT: 0865 390029
TEAM: In House
PRICE: £34.99

S C O R I N G	
GRAPHICS	90%
SOUND	87%
PLAYABILITY	85%
DIFFICULTY	Tricky

This is the game that Star Trek fans have been crying out for. The atmosphere of the series has been captured wonderfully well in a run of highly engrossing episodes, that will no doubt keep even the most experienced adventurers plugging away for months. Unfortunately the mark has to suffer because of the A1200 thing, but anyone who is lucky enough to own such a system really should have no hesitation in buying what their machine was made for.

REVIEWED BY: Steve

SECOND OPINION
Immensely sad people who call themselves "Trekkies" really do get on my wick, but I must admit that even I have become a convert after a few hours on this.

OPINION BY: Neil

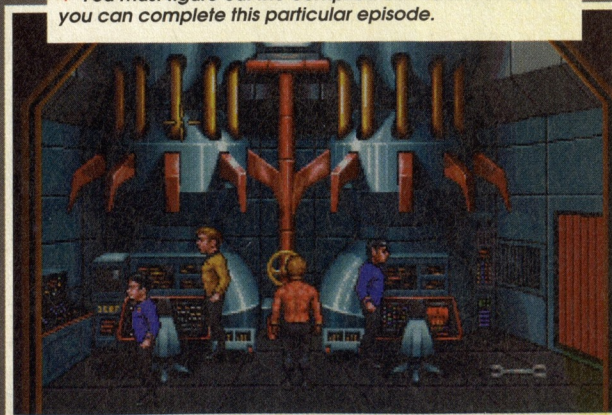
OVERALL SCORE

90%



▲ The 'away team' prepare to make a comprehensive search of the surrounding area.

▼ You must figure out the complicated machines before you can complete this particular episode.



FURY Of The FURRIES



Manual in English, Manuel en français, Handbuch auf deutsch, Manuale in italiano, Manual en español

Distributed By



MINDSCAPE

AVAILABLE FOR: PC & 100% COMPATIBLES, AMIGA, CD32

MINDSCAPE INTERNATIONAL LTD., PRIORITY HOUSE, CHARLES AVENUE,
MALTINGS PARK, BURGESS HILL, WEST SUSSEX RH15 9PQ TEL: 0444 246333 FAX: 0444 248996

Published By



© 1993 ATREID CONCEPT SA - TOUS DROITS RÉSERVÉS. TOUTES LES MARQUES ET MATÉRIELS CITÉS SONT DÉPOSÉS PAR LEURS PROPRIÉTAIRES RESPECTIFS.
© 1993 ATREID CONCEPT SA. ALL RIGHTS RESERVED. TRADEMARKS ARE ACKNOWLEDGED AS THE PROPERTY OF THEIR RESPECTIVE OWNERS.

ACTION REVIEW PUZZLE & QUIZ



It ain't all about the graphics, you know...

SWITCHQUIZ

People's lust for trivia is something that has always amazed me. The sheer number of people who pride themselves on the voluminous amount of 'triv' that they have accumulated is astounding. It's no wonder then that Pub Trivia Games are such big business these days with seemingly endless ten p's being pumped into the infernal machines.

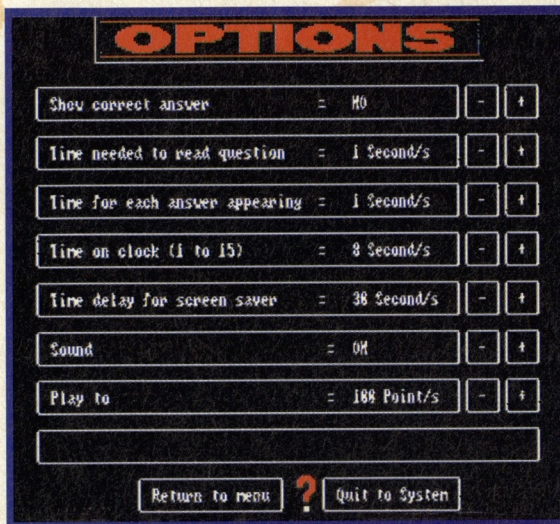
Thankfully, with the aid of the unheard-of-in-software-circles Switchsoft, their days could well be numbered, as now the trivia machine makes a guest appearance in your own home.

SwitchQuiz is different to anything that has gone before it. It comes with its own set of er, switchy things that are basically a little black box with four buttons on it, labelled A,B,C and D and are used to answer the questions that come up on the screen. You get four controllers for your thirty quid and this means that you and three friends can take part in your own version of Blockbusters or some other such similar programme.

Two in a bed

As the first one to the button with the correct answer is given the points, this leads to some furious battles that require both a high level of concentration and nippy reflexes.

This is a very original idea and I can see absolutely no reason why it won't be a storming success. It may not look like much but in a game like this fancy graphics really are worthless. The only real fault is that some of the questions are repeated a



▼ My, these screen shots are really interesting. I can tell Rog was really happy while setting this.

little too frequently, but even if you have seen them before you are not guaranteed to get the question right as you still need to be first on the button.

A question mark hangs over just how quickly the boxes will wear out with people constantly hammering down on them in an effort to get there first, but hopefully Switchsoft will come up with a way of replacing them that will not cost the user too much money.

With the certain prospect of data disks at a later date retailing at eight pounds SwitchQuiz looks as though it could have a very long life indeed, and deservedly so in my eyes. It is always good to see originality receiving a just reward.



THE LOW-DOWN

PUBLISHER: Switchsoft
CONTACT: 0325 365773
TEAM: David Cadron
PRICE: £29.99

S C O R I N G	
GRAPHICS	N/A
SOUND	25%
PLAYABILITY	88%
DIFFICULTY	Spot on

When it comes to this type of thing I am abysmal. General Knowledge is certainly not my strong point, just ask anyone on the team and they will inform you of just how poor my knowledge is. Even so I still enjoyed playing SwitchQuiz. The most simple of ideas often turn out to be the best and I think this is what's going to happen here. Certainly not spectacular to look at, but far more fun than you will ever get from the majority of today's games.

REVIEWED BY: Steve

SECOND OPINION

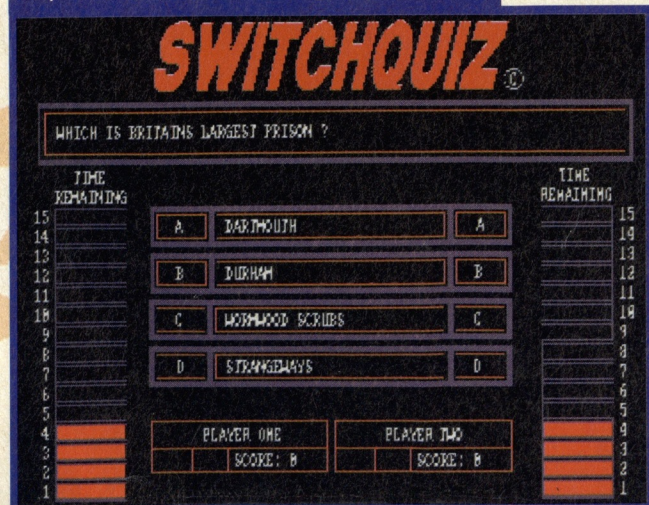
Any game that can captivate the entire AA team for the best part of a day must be worth a look at. Not much fun alone, but with two or more, it's reamer.

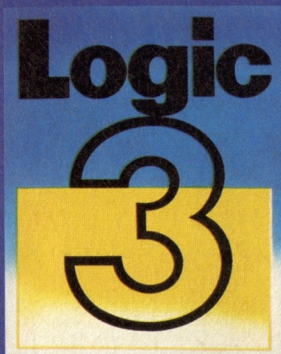
OPINION BY: Paul

OVERALL SCORE

80%

▼ Another graphical delight. Seriously though, don't be put off, it's unimportant to the gameplay.





Logic3

...Bringing the best out of computing!

Commodore & Atari Controllers



Logipad

The world's first fully microswitched Control Pad

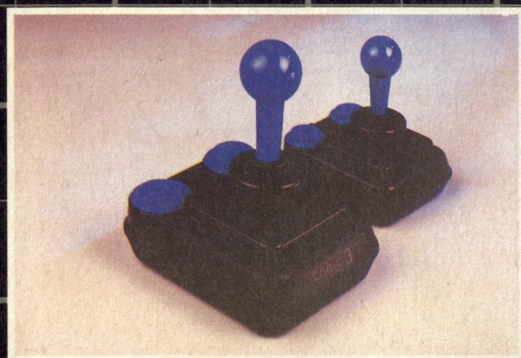
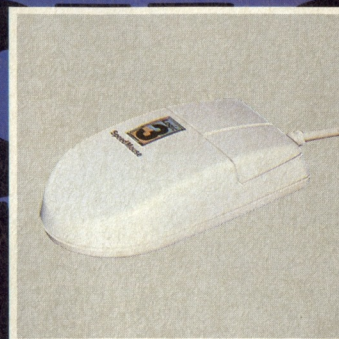
- Six fire buttons
- Eight-direction thumb control
- Autofire
- Six foot connector cable.

Model No. JT 160
£18.99 inc. VAT.

SpeedMouse

- Switchable mouse for both the Amiga and Atari ST
- Feather-touch button control
- 300 dpi
- Smooth and accurate movement
- Comfortable to use.

Model No. LG 2RG
£16.99 inc. VAT.



Quatro

Classic arcade-style design

- Six heavy-duty microswitches
- Two fire buttons
- Extra-long connector cable.
- Steel shaft

Model No. JT 154 £12.99 inc. VAT.

Pinto

Miniature version of Quatro.

Suitable for younger gamers or hand-held play.

Model No. JT 151 £12.99 inc. VAT.



Quatro GT

Classic arcade-style design

- Six heavy-duty microswitches
- Extra-long connector cable
- Independent rapid-fire button
- 3-way autofire facility
- Slow-motion facility
- Two fire buttons
- Steel shaft.

Model No. JT 155 £16.99 inc. VAT.

Pinto GT

Miniature version of Quatro GT but without rapid-fire and slow-motion. Suitable for younger gamers or hand-held play.

Model No. JT 152 £16.99 inc. VAT.



Delta-Ray

New 'Comfort-Grip' handle

- Nine high-quality microswitches
- Extra-long connector cable
- Five fire buttons
- Autofire plus rapid-fire function
- Suction cups for extra stability.

Model No. JT 156
£15.99 inc. VAT.



FreeWheel

Can you imagine Nigel Mansell using a joystick to control his car around a high-speed track? Probably not. That's why we came up with the FreeWheel. Just plug it into your computer joystick port and experience the real sensation of driving!

- Suitable for all types of driving and flying games
- Uses unique angle-sensitive switches
- Extra-long connector cable
- Does not need to be mounted or fixed to a surface.

Model No. FW 111 - Digital FreeWheel for Amiga/ST/C64 etc.
£29.99 inc. VAT.

Model No. FW 123 - Analog FreeWheel for Amiga £39.99 inc. VAT.



AVAILABLE FROM MOST COMPUTER STOCKISTS OR CALL OUR
TELEPHONE HOTLINE: 081-902 2211.

POST AND PACKAGING £3.00 PER ORDER.

SPECTRAVIDEO, UNIT 27, NORTHFIELD INDUSTRIAL ESTATE, BERESFORD AVENUE, WEMBLEY, MIDDLESEX HA0 1NW, ENGLAND
TELEPHONE: 081-900 0024 ● FACSIMILE: 081-903 6625.



SPECTRAVIDEO
TEL. 081-902 2211

ACTION REVIEW RACING



Days of Thunder is left way behind as you key the ignition and accelerate off into the sunset with the dubiously entitled Skidmarks.



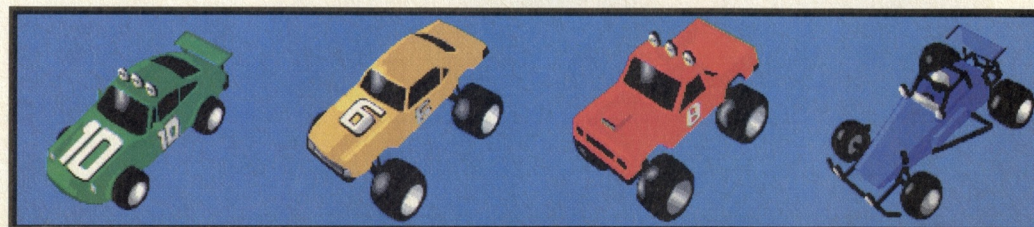
SKIDMARKS

Now let's all be extremely mature about this, and let our pure hearts and minds find absolutely nothing whatsoever smutty and amusing about the unfortunate double entendre inherent in the title of this game. (Snigger – Paul).

There, that wasn't too difficult was it? Seeing as we're all behaving as adults now, I feel that it's time to tell you that Skidmarks has been produced by Acid Software who are based in the unlikely setting of New Zealand.

Having been highly successful over the three years of their existence, Acid have now established a European subsidiary based in the UK, and Skidmarks is this new company's first game.

The seedy world of stock-car racing is the setting for what can only be described as a sort of cross between off road racing and speedway. There is an impressive array of four-wheeled machinery on offer, ranging from a robust dune buggy to one of those pickup



trucks with ridiculously oversized wheels which our American friends seem to be so fond of. My bank holiday TV viewing always seems to be spoiled by the sight of 'Big Foot' and 'Earthquake' or whatever, struggling their way up a massive mud mountain in front of thousands of overweight and overenthusiastic yanks. Well never mind, there's always the opportunity to drive a more sporty vehicle if that sort of thing isn't your cup of tea.



Once you're safely ensconced in your mobile, it's time to choose the racing arena from an array of twelve different tracks which are contained on two separate disks. The

DIFFERENCES

Skidmarks comes with a special AGA cars disk. There are still only four cars to choose from, but the vehicle graphics have been enhanced so that you are able to drive a more detailed version of your racer.

courses tend to consist of a series of very short straights and a large number of extremely tight doubleback bends, and this is what gives Skidmarks its unique appeal.

The best way to negotiate the tight and twisty tracks is to keep the accelerator hard to the floor and anticipate each corner before it arrives. Performing this manoeuvre correctly will cause your car or truck's rear end to slew round in a glorious

	4 TH	3 RD	1 ST	2 ND
	4 TH	3 RD	1 ST	2 ND
	1 ST	2 ND	3 RD	4 TH
	4 TH	2 ND	1 ST	3 RD
	4 TH	2 ND	1 ST	3 RD
	4 TH	1 ST	2 ND	3 RD
	4 TH	1 ST	3 RD	2 ND

◀ The championship section of Skidmarks allows you to participate on all the tracks in sequence.

The hot dog stand seems to be doing a roaring trade despite the frantic action taking place before the very eyes of the spectators.





circle, enabling a swift exit from each hairpin.

Not only is this an immensely satisfying experience akin to peeling those stringy white bits off tangerines, but you also get double value for your money in the shape of the tyre marks which are left behind by your squealing wheels. Hence the Skidmarks of the title.

If such hotrodding delights are still not enough for you, then you'll be pleased to know that most of the tracks include some sort of bumps or hillocks which are guaranteed to throw your car all over the place and test your driving skills to the limit.

One of the courses even has a Dukes of Hazzard style ramp built in! Shouting "Yeehawwww!!!" in your best deep southern twang as you take off into the air conjures up long ago images of old Uncle Jesse and the curvaceous Daisy Duke. It's also guaranteed to annoy your neighbours, so go for it.

The multi-player option is just about the biggest plus with Skidmarks. Go head to head against a friend on a split screen, or have up to four players playing at once via a modem and two screens. Obviously the split screen effect reduces the size of the graphics on display and this makes the gameplay a little trickier. But the joy of forcing your opponents into the

crash barriers at high speed far outweighs this problem.

Four cars race at once, and any vehicles which are not controlled by the players are taken care of by the computer. You can set the level of skill with which the Amiga handles it's charges anywhere from Rookie to Insane depending upon your current level of ineptitude. Once you've had a bit of practice on the tracks though, you should be scooting around as though you had Roscoe P. Coltrane and Flash on your heels.

My only complaint is that even the hardest settings can be mastered in a fairly short space of time, and if you choose to play the game in Championship mode, it is not too difficult to win every race by a pretty handsome margin. Play against a friend who has a similar skill level though and your interest will be instantly rekindled.

Using their very own Blitz Basic II, Acid have produced what they claim is "The racingest, chasingest multi-player racing game ever to hit the screen." And I must admit that I feel somewhat inclined to agree.



THE LOW-DOWN

PUBLISHER: Acid Software
CONTACT: 071 482 4066
TEAM: In House
PRICE: \$25.99

S C O R I N G	
GRAPHICS	85%
SOUND	82%
PLAYABILITY	95%
DIFFICULTY	Easy

Team 17's excellent Overdrive was the best thing to happen to overhead racing games on the Amiga for ages and I must admit that I wasn't expecting a new company such as Acid Software to come anywhere close to matching this. Skidmarks however has left me completely flabbergasted. I'm becoming dangerously addicted and the sheer playability of the game gives me no option but to award it a much sought after accolade.

REVIEWED BY: Neil

SECOND OPINION

I wholeheartedly agree with Neil on this particular occasion. Skidmarks is without doubt the best racing game I have ever played outside of an arcade.

OPINION BY: Steve

OVERALL SCORE

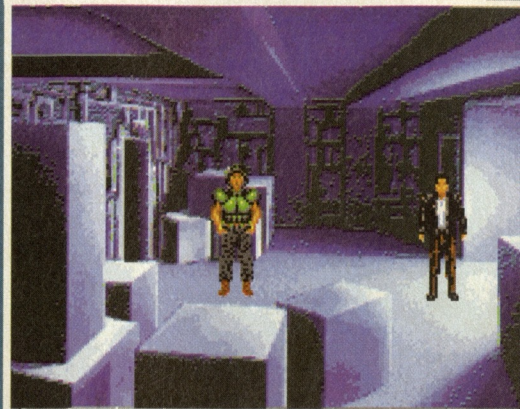
90%

ACTION REVIEW ADVENTURE

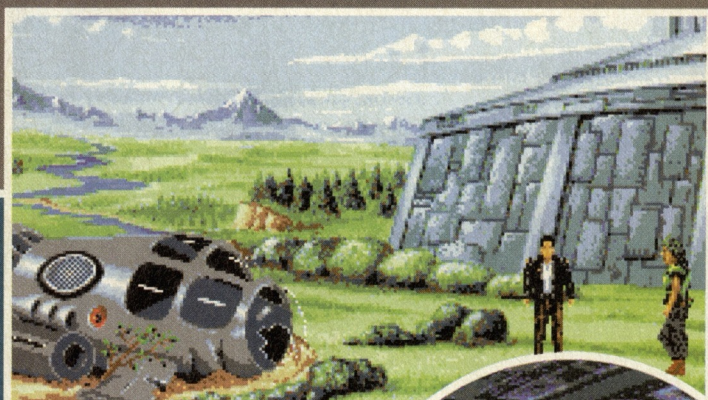


Psygnosis join the queue of leading British software houses who are realising that good adventures can come from these here shores.

▼ The scenarios are certainly mean 'n' moody. Step into the shadows and your silhouette will darken adding to the realism.



INNOCENT UNTIL CAUGHT



▲ Jack stands by the wreck of a spaceship. You'd better hope the natives are friendly.

This country's programmers are certainly bouncing back these days. The land of the graphic adventure has traditionally been ruled by the Americans, but the British are now on the way. Beneath A Steel Sky was the last advance raiding party and another assault is about to begin with Innocent Until Caught from Psygnosis.

Jack T. Ladd is possibly the saddest name for a character I've ever come across, but a quick scan through the manual soon lets everyone know about the main man's life. Background information is provided in the form of Jack's life story and while it isn't always side-splittingly humorous, it does raise the odd chuckle.

Caring and sharing

The advantage of telling people about their character beforehand is that it allows them to appreciate it more and begin to care about the guy on screen. Especially once you know that Jack has just been hammered for a huge tax debt and he now only has 28 days to pay. Set in the future, the penalties for non-payment are a little stricter than a



▲ Interaction with the non player characters is an essential element in Innocent.

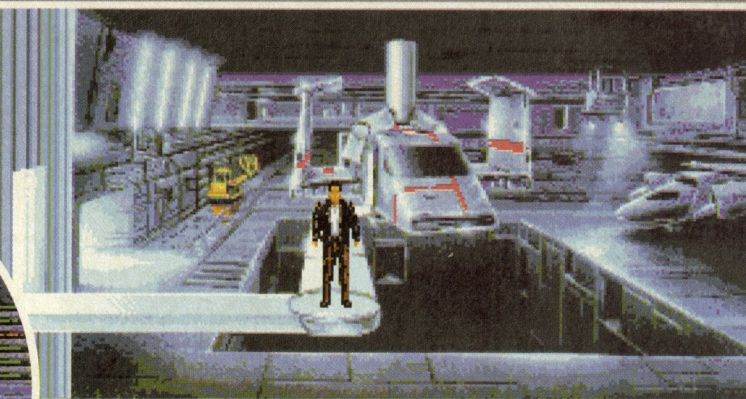
small fine, and torture followed by death is the standard procedure in this violent period.

This all makes Innocent Until Caught sound like some kind of seriously deep story in which you are fighting for your character's life. Things aren't strictly like this because there is a definite comic slant to the proceedings. The whole plot is intended to be as light-hearted as possible and the game achieves this very well.

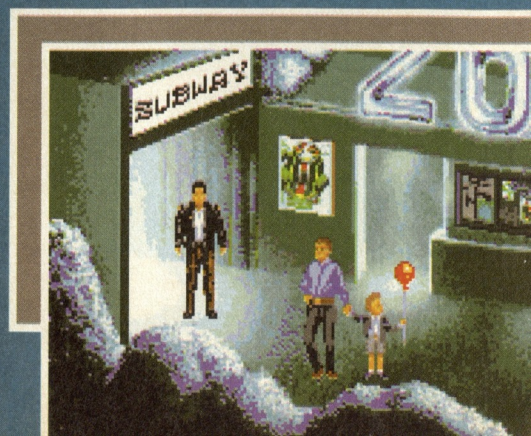
Two things will generally separate one game in this genre from another, the first of which is the control method. There is little point in opting for a method that leaves the player frustrated and fuming.

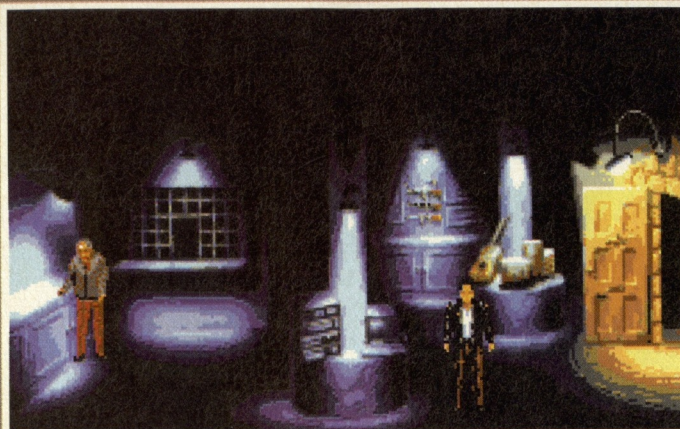
The method included here isn't perfect but it does have one or two very nice touches that make it more than acceptable. One of these is the inclusion of a small map of the local area which is displayed in the

▲ In the hangar you will have to think on your feet if you ever to escape the vice like clutches of the tax inspectors.



lower left hand corner of the screen. All the relevant exits are shown on this display and clicking on one of them will walk Jack to this location. This eradicates the need for yards of table space as your mouse only really needs to cover a small area of the screen. Objects still have to be picked up and used in the normal way but it is a very handy way of





▲ Don't make fun of the old man. Remember he's been around a long time and could well be able to pass on some handy advice.



▲ Innocent Until Caught may not be the best adventure around at the moment, but it does have plenty of good features.

locating where you can go.

Aside from the Move icon all the other standard options are there. Use, Take, Look and Scan, the latter of which is represented by an eye. Moving this cursor over objects alters another window which allows a closer look at the item beneath the eye. For a more detailed description, clicking on the pulsating magnifying glass and then on the desired location will provide some text about the object in question. If it's wanted, picking it up is a piece of cake and then it just needs depositing in the inventory. An alternative to selecting the icons in their box in the lower half of the screen is pressing the right mouse button which will cycle through the available options until the required one appears.

The singles game

The other factor that singles this game out is the actual problems themselves. If a game can be finished inside an hour it obviously isn't worth the packaging it comes in. Puzzles in Innocent aren't overtly difficult to solve but the game will take some considerable time before it is completed. Logical puzzles are better than abstract ones, and thankfully this game doesn't suffer from the latter. Therefore with any luck you should never really be madly frustrated to the point where you decide to smash up your machine.

Communicating with other characters in the game is also handled differently. Some characters will just fob you off with "I haven't got time to chat" type answers which appear on screen in speech-bubble format. If a more in-depth conversation is possible then the screen will switch to two cartoon-style heads. Once a chat is underway you are able to choose your response from those on offer. Insulting characters obviously isn't too clever as

they are then less prone to help you out and you are going to need every little bit of help you can get.

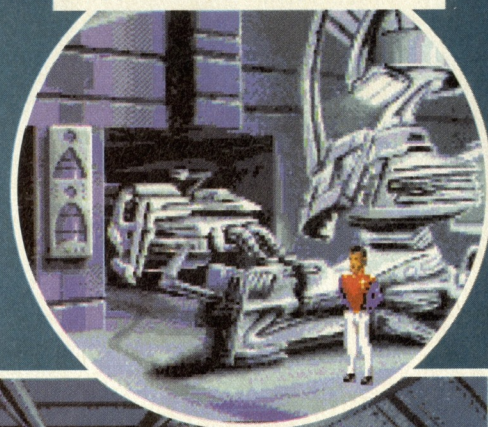
Some characters are genuinely useless and they are there to just simply waste your time. Some of the earlier ones, for example in the bar, simply stall you whereas a selected few will provide you with your next vital clue.

Graphically Innocent Until Caught stands up against the competition quite well with some very well drawn backgrounds that set the scene very nicely indeed.

The character perhaps moves a fraction too slowly and it is advisable to speed up the speech bubbles via the options screen. Having said that the speech can be clicked through by tapping the right mouse button when you have read each section.

Divide by Zero are the two-man programming team responsible for Psygnosis' first dip into the

▼ It is easy to become engrossed in this game, but the oh-so-corny humour may not appeal to everyone, myself included.



▲ Hopefully you will be able to sneak past this army type without him even knowing you were ever there.

▼ Jack takes time out to relax with a nice trip to the local zoo. Very pleasant I'm sure.



adventure market. Their new programming system features state of the art technology that enables them to emulate anything the other companies can do. A sequel has already been commissioned and is on the way, and if they can just improve on this first offering just a little, any follow-ups should be something to eagerly await.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
TEAM: Divide By Zero
PRICE: £34.99

S C O R I N G	
GRAPHICS	82%
SOUND	85%
PLAYABILITY	70%
DIFFICULTY	Variable

Amiga owners have to be grateful for everything they get in the adventure field these days. Innocent certainly goes some way to plugging what was fast becoming a gaping hole, but I think a lot more could be done to improve things. Unfortunately this has arrived at a time when there are more good graphic adventures around than ever before, and sadly all of them are a more worthy purchase than this. Good, but not good enough to compete.

REVIEWED BY: Steve

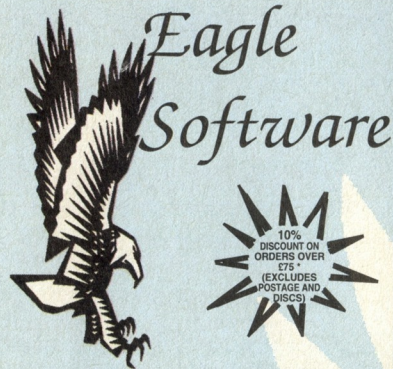
SECOND OPINION

I tend to disagree. In some ways, Innocent reminds me of Steel Sky, both graphically and in terms of the puzzles. Not as good though, but still a worthy adventure.

OPINION BY: Paul

OVERALL SCORE

77%



118a Palmers Road
New Southgate
LONDON N11 1SL

CREDIT CARD HOTLINE
081 889 9172
ENQUIRY/ORDER LINE
081 361 5730/6730
24 HOUR FAX LINE
081 361 2733

BITMAP BROTHERS VOL 1 only £16.99 Xenon, Cadaver, and Speedball II	DREAM TEAM only £16.99 Terminator II, Simpsons, W.W.F.	LORDS OF POWER only £22.99 Silent Service II, Red Baron, Railroad Tycoon, Perfect General
SPACE LEGENDS only £19.99 Amiga only Megatraveller I, Elite, Wing Commander	SOCCER MANIA only £11.99 Football Manager II, Gazza's Soccer, Football Manager-W.C. Edition, Microprose Soccer	COMBAT CLASSICS II only £20.99 F19 Stealth Fighter, Silent Service II and Pacific Islands
BIG BOX only £15.99 Captain Blood, Tin Tin on the Moon, Safari Guns, Teenage Queen, Bubble Plus, Purple Saturn Days, Krypton Egg, Jumping Jackson, Bobo, Hostages	R-TYPE II only £15.99 Muscle Cars, California Challenge, European Challenge, Duel, Super Cars	BIG BOX II only £19.99 Back To The Future II, R-Type, IK*, Real Ghostbusters, Def of the Earth, TV Sports Football, Shanghai, Armalyte, Sinbad, Bombocaul
BOARD GENIUS only £17.99 Deluxe Monopoly, Deluxe Scrabble, Cluedo Master Detective and Risk	4 WHEEL DRIVE only £19.99 Lotus Esprit, Celica GT4 Rally, Team Suzuki and Combo Racer	POWER PACK only £14.99 Xenon 2, TV Sport Football, Bloodwych and Lombard Rally
HOLLYWOOD COLLECTION only £18.99 Robocop, Ghostbusters II, Indiana Jones, Batman the Movie	RAINBOW COLLECTION only £13.99 New Zealand Story, Bubble Bobble, Rainbow Islands	COMBAT CLASSICS only £20.99 F15 Strike Eagle II, 688 Attack Sub and Team Yankee
KIXX TRIPLE PACK 1 (SPORTS) only £12.99 Microprose Soccer, Panza Kick Boxing, 3D Pool	NINJA COLLECTION only £13.99 D.Dragon, Shadow Warrior, D.Ninja	NAPOLEONICS only £16.99 Waterloo, Borodino and Austerlitz
THE GREATEST only £19.99 Jimmy White's Whirlwind Snooker, Lure of the Temptress and Dune	AWARD WINNERS only £16.99 Kick Off II, Pipemania, Space Ace and Populous	ANIMATION CLASSICS only £27.99 Space Ace, Dragon's Lair II and Wrath of the Demon
STRATEGY MASTER only £21.99 Deuteros, Populous, Hunter, Chessplayer 2150 and Spirits of Excalibur	SUPER FIGHTER only £16.99 Pitfighter, W.W.F. Final Fight	MEGA MIX only £12.99 Leander, Agony and Ork
DIZZY'S EXCELLENT ADVENTURES only £16.99 Dizzy Panic, Bubble Dizzy, Dizzy Prince of York Folk, Spellbound Dizzy and Kwik Snak	2 HOT TO HANDLE only £12.99 Golden Axe, Total Recall, Shadow Warrior and Super Off Road Racing	SPORTS COLLECTION only £12.99 Run the Gauntlet, Pro Tennis Tour and World Cup Soccer (Italia' 90)
SPORTS MASTERS only £19.99 PGA Tour Golf, Indy 500, Advantage Tennis and European Championship 1992	KIXX TRIPLE PACK II (ACTION) only £12.99 Streetfighter, Rick Dangerous II and Last Crusade Action	ACTION 5 only £19.99 Rick Dangerous II, Ghostbusters II, Gunship, Super Ski and Hard Driving

LARGE SELECTION OF CD32 AVAILABLE - CALL FOR DETAILS

TOP TITLES	AMIGA	TOP TITLES	AMIGA	TOP TITLES	AMIGA	TOP TITLES	AMIGA	TOP TITLES	AMIGA
1869.....	£19.99	Civilisation A1200.....	£27.99	K240.....	£16.99	Premier Manager.....	£16.99	Space Gun.....	£12.99
A500+ 1Meg Upgrade.....	£39.99	C.Y.'s Air Combat.....	£20.99	KGB.....	£16.99	Premier Manager II.....	£16.99	Space Hulk.....	£23.99
A600 1 Meg Upgrade + clock.....	£49.99	Cohort II.....	£19.99	Killing Game Show.....	£11.99	Push Over.....	£8.99	Space Crusade + Upgrade.....	£16.99
0.5 Meg Upgrade + clock.....	£25.99	Combat Air Patrol.....	£18.99	Kingdom Of Germany*.....	£19.99	Putty.....	£12.99	Space Quest IV.....	£23.99
A320 Airbus.....	£23.99	Cover Girl Poker.....	£12.99	Kingmaker.....	£19.99	Railroad Tycoon.....	£12.99	Special Forces.....	£23.99
A320 Airbus USA.....	£23.99	Crazy Cars III.....	£9.99	King's Quest VI*(A1200).....	£37.99	Reach For The Skies.....	£19.99	Starflight II.....	£10.99
Another World.....	£12.99	Crystal Kingdom Dizzy.....	£13.99	Knight Mare.....	£11.99	Red Baron.....	£15.99	Star Trek 25th Anniversary*.....	£23.99
A Train.....	£23.99	Cyberspace*.....	£12.99	Knights of the Sky.....	£12.99	Road Rash.....	£16.99	Steel Empire.....	£20.99
A Train Con Set.....	£13.99	Dalek Attack.....	£16.99	Lamborghini USA Challenge.....	£16.99	Stereo Master.....	£26.99	Street Fighter II.....	£17.99
Addams Family.....	£7.99	Darkmere.....	£16.99	Lawn Mower Man*.....	£16.99	Striker.....	£16.99	Sub.....	£21.99
Airbunks 1.2 (5/6 or 1200).....	£19.99	D-Day.....	£16.99	Leander.....	£10.99	Super Cauldron.....	£16.99	Superfrog.....	£16.99
Air Combat Patrol.....	£19.99	Dennis 500/1200.....	£17.99	Leeds Utd.....	£16.99	Super League Manager.....	£16.99	Super Mario Brothers.....	£18.99
Air Force Commander.....	£19.99	Desert Strike.....	£19.99	Legacy*.....	£23.99	Super Space Invaders.....	£7.99	Super SWIV*.....	£16.99
Alfred Chicken.....	£16.99	Desert Strike II* (Jungle Str).....	£20.99	Legend.....	£11.99	Syndicate.....	£14.99	Syndicate Data Disc*.....	£14.99
Alien Breed 2.....	£17.99	Detroit.....	£18.99	Legend II (Worlds of Legends).....	£16.99	Test Drive III*.....	£15.99	Test Drive III*.....	£15.99
Alien Breed Special Edition.....	£9.99	Diggers (CD).....	£23.99	Legend of Kryandia.....	£19.99	TFX A1200.....	£23.99	Theatre of Death.....	£18.99
Aliens III.....	£16.99	Amos 3D.....	£23.99	Lemmings.....	£15.99	The Games '92 Espana.....	£20.99	Their Finest Hour.....	£19.99
American Gladiators.....	£16.99	Amos Compilr.....	£19.99	Lemmings and Data Disk.....	£19.99	Thunderhawk AH-73M.....	£21.99	Tip Off.....	£16.99
Amos (Easy).....	£23.99	Amos Professional.....	£54.99	Lemmings Data Disk.....	£10.99	Toi.....	£16.99	Toon World*.....	£16.99
Amos 3D.....	£23.99	Amos Professional Compilr.....	£23.99	Lemmings Stand Alone.....	£15.99	Tomado.....	£23.99	Tomado.....	£23.99
Amos Compilr.....	£19.99	Amos The Creator.....	£36.99	Little Devil.....	£16.99				
Amos Professional.....	£54.99	Apocalypse.....	£19.99	Links.....	£12.99				
Amos Professional Compilr.....	£23.99	Arabian Knights 500/1200.....	£19.99	Liquid Kids.....	£16.99				
Amos The Creator.....	£36.99	Armourgeddon.....	£15.99	Loom.....	£10.99				
Apocalypse.....	£19.99	Armourgeddon II*.....	£19.99	Lost Vikings.....	£15.99				
Arabian Knights 500/1200.....	£19.99	Assassin.....	£16.99	Lost Treasures of Infocom.....	£23.99				
Armourgeddon.....	£15.99	A.T.A.C.*.....	£23.99	Lotus Turbo Challenge III.....	£16.99				
Armourgeddon II*.....	£19.99	B17 Flying Fortress.....	£23.99	M1 Tank Platoon.....	£11.99				
Assassin.....	£16.99	Bane Of The Cosmic Forge.....	£24.99	MacDonald Land.....	£9.99				
A.T.A.C.*.....	£23.99	BARBARIAN II (Psyg).....	£10.99	Maelstrom (1Meg).....	£23.99				
B17 Flying Fortress.....	£23.99	Bart vs the World*.....	£16.99	Magboy*.....	£16.99				
Bane Of The Cosmic Forge.....	£24.99	Batman Returns*.....	£16.99	Man Utd Premier*.....	£19.99				
BARBARIAN II (Psyg).....	£10.99	Battle Chess II.....	£16.99	Mario Is Missing.....	£16.99				
Bart vs the World*.....	£16.99	Battle Isle '93.....	£20.99	Mean Arenas*.....	£16.99				
Batman Returns*.....	£16.99	Battle Isle II.....	£22.99	Micro Machines.....	£16.99				
Battle Chess II.....	£16.99	Battle Toads.....	£16.99	Microprose Golf.....	£16.99				
Battle Isle '93.....	£20.99	Beavers.....	£16.99	Midwinter II.....	£12.99				
Battle Isle II.....	£22.99	Beneath the Steel Sky.....	£19.99	Might of Magic III.....	£23.99				
Battle Toads.....	£16.99	Birds of Prey.....	£9.99	Monstone.....	£10.99				
Beavers.....	£16.99	Black Crypt.....	£16.99	Monkey Island.....	£12.99				
Beneath the Steel Sky.....	£19.99	Blade Of Destiny.....	£30.99	Monkey Island II.....	£25.99				
Birds of Prey.....	£9.99	Blastar.....	£16.99	Mortal Kombat.....	£18.99				
Black Crypt.....	£16.99	Blot.....	£16.99	Mouse (switchable).....	£9.99				
Blade Of Destiny.....	£30.99	Blue Max.....	£11.99	Morph.....	£15.99				
Blastar.....	£16.99	Body Blows.....	£16.99	Mr. Nutz.....	£16.99				
Blot.....	£16.99	Body Blows Galactic.....	£17.99	Myth.....	£8.99				
Boat.....	£19.99	Boat.....	£19.99	Nick Faldo Golf.....	£23.99				
Brutal Sports Football.....	£16.99	Boat.....	£19.99	Nicky II.....	£16.99				
Bubba 'N' Stix.....	£16.99	Boat.....	£19.99	N.Mansell World Champ.....	£20.99				
Buck Rogers.....	£19.99	Boat.....	£19.99	Network Q Rally.....	£16.99				
Buck Rogers II*.....	£20.99	Boat.....	£19.99	Noddy's Big Adventure.....	£16.99				
Bully's Sporting Darts.....	£7.99	Boat.....	£19.99	Norty Ones (CD32).....	£16.99				
Burning Rubber.....	£16.99	Boat.....	£19.99	One Step Beyond.....	£13.99				
Burn Up.....	£16.99	Boat.....	£19.99	Outlanders*.....	£16.99				
Cadaver- the pay off.....	£10.99	Boat.....	£19.99	Overdrive.....	£17.99				
Caesar.....	£16.99	Boat.....	£19.99	Overkill.....	£14.99				
Caesar deluxe.....	£19.99	Boat.....	£19.99	Pacific Islands-T.Yankee II.....	£20.99				
Campaign.....	£22.99	Boat.....	£19.99	Pacific Islands II*.....	£21.99				
Campaign Mission Disk.....	£10.99	Boat.....	£19.99	Parasol Stars.....	£15.99				
Campaign II.....	£23.99	Boat.....	£19.99	Patrician.....	£19.99				
Cannon Fodder.....	£19.99	Boat.....	£19.99	PGA Golf Tour +.....	£20.99				
Captive.....	£11.99	Boat.....	£19.99	Pinball Dreams.....	£15.99				
Captive II.....	£17.99	Boat.....	£19.99	Pinball Dreams II.....	£16.99				
Car and Driver*.....	£23.99	Boat.....	£19.99	Pinball Fantasies (CD32).....	£19.99				
Carl Lewis Challenge.....	£12.99	Boat.....	£19.99	Populous II The Challenge.....	£11.99				
Castles.....	£16.99	Boat.....	£19.99	Populous II + (1 Meg).....	£23.99				
Castles Data Disc.....	£11.99	Boat.....	£19.99	Power and Glory.....	£19.99				
Castles II.....	£23.99	Boat.....	£19.99	Power Up Compilation.....	£12.99				
Castle of Dr Brain.....	£15.99	Boat.....	£19.99						
Chaos Engine.....	£16.99	Boat.....	£19.99						
Championship Manager '93.....	£16.99	Boat.....	£19.99						
Chase HQ II.....	£8.99	Boat.....	£19.99						
Chuck Rock II.....	£8.99	Boat.....	£19.99						
Civilisation.....	£23.99	Boat.....	£19.99						

SHOP OPEN
10am - 6pm
AT
120a
MYDDLETON ROAD
WOOD GREEN
LONDON
N22 4NQ
081
889 9172
SHOP PRICES
MAY VARY.

PLEASE MAKE CHEQUES AND P.O.'S PAYABLE TO **EAGLE SOFTWARE**. P&P IS £1.00 PER ITEM IN THE UK.
EUROPE: ADD £3.50 PER ITEM. ELSEWHERE ADD £5.50 PER ITEM. NEW TITLES WILL BE SENT AS RELEASED AND
ARE SUBJECT TO MANUFACTURERS PRICE REVIEWS. E.O.E. #Please quote special offer when ordering for it to apply.

COMPUTER	AMIGA	DATE
TITLE	PRICE	PRICE
	PRICE	PRICE
	PRICE	PRICE
	P & P	
	TOTAL	

232
*NOT RELEASED AT TIME OF GOING TO PRESS



NAME	_____
ADDRESS	_____
POSTCODE	_____
CARD NO.	_____
EXP DATE	_____
ACCESS ☐	VISA ☐
CHEQUE ☐	P.O.'S ☐
PLEASE QUOTE ACCOUNT NUMBER WHEN RE-ORDERING	

EDUCATIONAL

ADI English All ages.....	each£16.99
ADI French All ages.....	each£16.99
ADI Maths All ages.....	each£16.99
Fun School 2 All ages.....	each£6.99
Fun School 3 All ages.....	each£13.99
Fun School 4 All ages.....	each£16.99
Noddy's Playtime.....	£16.99

3.5 DS DD discs

with labels	boxed in 10's
10 x 3.5 DS DD.....	£5.99
20 x 3.5 DS DD.....	£11.99
30 x 3.5 DS DD.....	£15.99
40 x 3.5 DS DD.....	£21.99
100 x 3.5 DS DD.....	£39.99

Please add 50p per 10 discs
when ordering to cover P&P

AMIGA BUDGET TITLES UNDER £10

688 Attack Sub.....	£9.99	Hudson Hawk.....	£6.99
Afterburner.....	£6.99	IK*.....	£6.99
Altered Beast.....	£6.99	Indy Last Crusade Graphic.....	£9.99
Arkanoid II.....	£6.99	James Pond.....	£6.99
ATOMINO.....	£9.99	Jel Set Wally.....	£7.99
Barbarian.....	£5.99	J.Khan Squash.....	£6.99
Barbarian II.....	£6.99	Last Ninja II.....	£6.99
Batman The Movie.....	£6.99	Last Ninja III.....	£7.99
Battlehawks 1942.....	£9.99	Lombard RAC Rally.....	£6.99
Blood Money.....	£6.99	Lotus Esprit.....	£6.99
Blues Brothers.....	£9.99	Lotus Turbo II.....	£9.99
Cabal.....	£6.99	Maniac Mansion.....	£8.99
California Games.....	£6.99	Manic Miner.....	£7.99
Carrier Command.....	£8.99	Man United Europe.....	£7.99
Celica GT4 Rally.....	£6.99	M.Jackson Moonwalker.....	£6.99
Centrifold Squares.....	£6.99	Midwinter.....	£6.99
Chase HQ.....	£6.99	Mig 29 Fulcrum.....	£9.99
Cloud Kingdom.....	£6.99	Moonshine Racers.....	£6.99
Colossus Chess.....	£6.99	Murder.....	£7.99
Combo Racer.....	£6.99	Narc.....	£6.99
Conflict In Europe.....	£7.99	New Zealand Story.....	£6.99
Deluxe Strip Poker (not 600).....	£6.99	Ninja Remix.....	£7.99
Double Dragon I or II.....	£6.99	North & South.....	£6.99
Dragon Ninja.....	£6.99	Out Run.....	£6.99
Duel.....	£6.99	Operation Harrier.....	£7.99
Face Off.....	£7.99	Operation Stealth.....	£9.99
Fantasy World Dizzy.....	£6.99	Operation Thunderbolt.....	£6.99
F16 Combat Pilot.....	£7.99	Operation Wolf.....	£6.99
Flight of the Intruder.....	£8.99	Outrun Europa.....	£7.99
F.O.F.I.....	£6.99	Pang.....	£6.99
Future Wars.....	£8.99	Panza Kick Boxing.....	£8.99
Gauntlet II.....	£6.99	Pinball Magic.....	£7.99
Ghostbusters II.....	£6.99	Pirates.....	£6.99
Ghost'n'Ghosts.....	£6.99	Pitfighter.....	£6.99
Hardball.....	£8.99	Predator.....	£6.99
Head over Heels.....	£6.99	Prince of Persia.....	£6.99
		Project X.....	£9.99

Pro Tennis Tour.....	£6.99
Puzznic.....	£6.99
Rainbow Islands.....	£6.99
Rambo III.....	£6.99
RBI 2 Baseball.....	£6.99
Resolution 101.....	£6.99
Rick Dangerous II.....	£7.99
Robocop.....	£6.99
Robocop II.....	£6.99
R-Type.....	£6.99
Run the Gauntlet.....	£6.99
R.V.F. Honda.....	£6.99
Shadowlands.....	£8.99
Shadow of the Beast.....	£6.99
Shadow Warrior.....	£6.99
Sherman M4.....	£6.99
Shinobi.....	£6.99
Simpsons.....	£6.99
Smash TV.....	£6.99
Speedball II.....	£7.99
Starglider II.....	£6.99
Strike Fleet.....	£9.99
Stunt Car Racer.....	£6.99
Supaplex.....	£5.99
Super Cars II.....	£8.99
Super Hang On.....	£6.99
Switch Blade.....	£6.99
Switch Blade II.....	£8.99
Swiv.....	£6.99
Terminator II.....	£6.99
Titus The Fox.....	£9.99
Turrican II.....	£7.99
Untouchables.....	£6.99
Vigilante.....	£6.99
W.C. Leaderboard.....	£6.99
World Championship Boxing.....	£6.99
Zak McKracken.....	£8.99

ACTION REVIEW SPORTS SIM



The best is back with another one to get your teeth well and truly into. Move to Italy and start off a whole new managerial career...



CHAMPIONSHIP MANAGER ITALIA

When Kevin Toms created Football Manager for the Spectrum back in the early eighties, could he really have imagined what he was starting? Since then there have been attempts, far too numerous to mention them all, to create the perfect Boss game. Although Gremlin's Premier Manager 2 comes close, it is a team called Intelek who still hold that honour.

1992 saw the appearance of the excellent in-depth management sim - Championship Manager from Domark and Intelek. This was upgraded and revamped for the 1993 and included up-to-date player stats across all divisions.

Now it is here in another form, but this time the lads down at Intelek have decided to go it alone. Championship Manager Italia has none of the Domark might behind it, and to that end can only be obtained through mail order. This is one of the few games where this probably won't matter so much

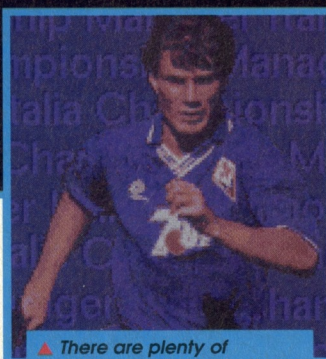
because the original CM has such a cult following, any existing owner worth his salt is going to plump for this version as well.

The only flaw with '93 is that it is a little too slow. At the end of each match, there is a Vidi-printer run-down of the results which can take five minutes. In Italia there is an option to switch this off.

Another problem is that it can take about two and half hours to set up after each season if you are playing on a 500. This has been reduced to half an hour, but with a decent speed machine and hard drive it can be done in about a minute.

So with these niggles cut out, is it as good as the others? The answer is a definite yes... but I have my doubts as to the popularity of the Italian league. Okay there are Van Bastens, Gullits and Gascoignes, but it is trickier in that all the correct players are in and, let's face it, not many of us know about the class Serie B players. More of a challenge? Perhaps, especially with its improved speed. But it's time for new features to be introduced rather than having to keep coughing up for faster versions.

Put the new good bits into the Championship '93 engine and you'd have a management game that was nigh on impossible to improve on. As it is, Italia is a variation on a theme for variations sake.



▲ There are plenty of backgrounds to choose from

THE LOW-DOWN

PUBLISHER: Intelek
CONTACT: 0202 752137
TEAM: Intelek
PRICE: £17.00

SCORING

GRAPHICS	51%
SOUND	N/A
PLAYABILITY	89%
DIFFICULTY	Spot On

I still love it. Championship Manager is the only game I have consistently gone back to over the past year. Bland as it sounds, there is such a lot to get your teeth into. It may just be me but I'd have rather seen a data disk to improve the '93 version and speed it up. However, there is a new challenge. Finding your feet in a foreign league after being brought up on a diet of the English one is a very definite feat. Send for it now if you have any sense.

REVIEWED BY: Paul McNally

SECOND OPINION

There is another data disk Paul (fch - these damned PC types eh?), but this version is now only available by mail order from Intelek, PO Box 1738, Bournemouth BH4 8YN.

OPINION BY: The other Paul

OVERALL SCORE

82%

▲ The transfer list displays the best talent in the whole world. For the right price of course

Transfer List					
NAME	POS	CLUB	AP	GL	AV R
CARDINI	D	PADOVA	0	0	TO LOAN
CECCHI	D	PADOVA	24	4	5.87
NUNZIATA	D	PADOVA	23	0	7.15
CECCHI	D	PADOVA	13	0	6.15
PAVO	D	PALERMO	23	2	5.21
CECCHI	D	PALERMO	0	0	TO LOAN
BIVI	A	PESCARA	23	3	7.13
VITIELLO	D	PISA	41	0	6.27
VITIELLO	D	PISA	5	0	6.20
AMERICO	D	PISA	0	0	TO LOAN
BALDINI	D	PISA	2	0	7.50
AMERICO	D	PISA	1	0	6.00
GABRIELIN	D	PISA	3	0	4.57
GABRIELIN	D	PISA	11	0	6.45
CONTI	D	RAVENNA	28	1	6.79

-SCR EXIT +SCR

ACTION REVIEW STRATEGY



A600



▲ They say that an Englishman's home is his castle, and this isn't a bad semi-detached abode.



The mountains are a good site for your coal and gold mines.

This expertly constructed fortress looks very impressive.

The sawmill enables the settlers to manufacture their own timber.

There are even lakes teeming with fish for you to plunder.

Farms are an important part of any society, and the little pigs provide excellent bacon.

Medieval megalomania is the name of this particular game as you are given the role of the Almighty by The Settlers.

I don't know about you, but personally I find that there's something immensely satisfying about being The Big Cheese In Charge of... er just about anything really, and I'm certainly in good company in this respect. Adolf Hitler, Napoleon Bonaparte, Colonel Gaddafi and Margaret Thatcher are just some of the other fine upstanding citizens who have possessed similar dictatorial leanings throughout the course of history.

According to psychological research, disturbing personal characteristics such as this usually arise from childhood experiences which affect us so deeply that we carry their effects right through to adulthood. So, no doubt you're wondering just what has caused such an affliction to affect a reviewer from your favourite Amiga mag. Well, I'd just like to make it clear now that Sigmund Freud and his mates didn't know what they were prattling on about. I was definitely not bullied at school, was certainly not called "Specy Goofy Big Ears" by anybody at all, and at no time whatsoever was I debagged behind the bikesheds so that my so-called classmates could display my elasticated flares from the school flagpole for the amusement of the other pupils. In fact absolutely everybody liked me and I was extremely popular, especially with all the best looking girls, so there!

(Oh dear, Neil appears to have got slightly confused between the concepts of reality and fantasy here – Paul).

Anyway, I appear to have digressed from my



▲ Superbly detailed graphics such as this are one of the most pleasing aspects about The Settlers.

▼ One of the enemy tribes goes about their business in a typically workmanlike fashion.



▼ A Settler goes about his allotted task in a scene taken from the superbly animated intro sequence.



▲ A brave knight likes the look of this settlement, and has decided to take up residence in a cosy little hovel.



▲ A nice ride out into the countryside. Must be a bit warm in that suit though.

THE SETTLERS

original intentions with this review, so I'd better get back on the right track. Let's just say that ordering other people about with scarcely a thought for their own feelings won't leave you in authority for long, unless of course you happen to be a Police Inspector or a mad dictator with a 'tash (little bit of political comment there).

Naturally enough then I'm a big fan of games such as *Populous* and *Utopia*, which allow my powermonger pretensions to run riot. Variations on these themes have become more and more commonplace, and in an attempt to gain a share of the market, Kompart have scoured the best of the German software houses in order to bring us the medieval delights of *The Settlers*.

Castles-U-Like

Predictably enough, given the period setting of the game, *The Settlers* transports us back to a time of magnificent castles, brave knights and thatched hovels. At the outset you are given a ready-built castle which is so beautifully presented that it would put even *Snow White* to shame. Place the castle at an appropriate place on the computer generated map, and it will construct itself magically in front of your very eyes, from its stony foundations right up to its shingle-topped turrets. Take a good look, because this impressive fortress forms the very centre of your future empire.

From this point, you are on your own. No longer will castles miraculously appear by a simple click of the mousebutton. Everything you do now is governed by your Town Council planning skills and the diligence of your subjects. Clear a site for another building and connect this to your castle by way of a road. Then watch as a number of

hardhatted construction workers make their way, with planks of wood and blocks of stone, from the confines of your castle to the new construction site. Marvel at the way in which they go about their work without so much as a need for a tartan flask of tea or a fag break.

Before long the building will be complete and your army of little workers will return to their firesides ready for the next day's exertions. At this point it is extremely tempting to do one of two things. Either just sit back and admire your new Barratt construction and keep telling yourself how clever you really are, or alternatively, mouserush around the place creating sites for new buildings all over the map. Both these options have their advantages and drawbacks.

Just sitting back in self-congratulatory fashion is an extremely pleasant and satisfyingly smug experience, but if you don't develop your empire quickly, you may well find yourself at the mercy of marauding knights sent by other rival settlements to take over your land.

Okay, so this path isn't ideal, so what about partaking in a construction frenzy then? Well this isn't a bad idea, at least for a while. Unfortunately your resources are not unlimited, and after a few buildings have been erected things will come to a grinding halt due to a lack of materials.

Obviously what is needed is some sort of raw material production line, and the only way to achieve this is by creating the sort of buildings which can provide you with your needs. For instance, building a lumberjack's hut in the middle of a forest and a sawmill somewhere close by will ensure that your workers have an adequate supply of timber. Your workers must also be fed from time to time, so it is essential that farms are also constructed to provide them with their meat and two veg.

There seem to be literally hundreds (and possibly thousands) of different strategies to try, and the whole scene is depicted so beautifully that you can't help but be drawn into the whole thing. There's a good few weeks, if not months of entertainment to be had with *The Settlers* and if you're not happy with that then there's simply no satisfying you (as the actress said to the bishop).

THE LOW-DOWN

PUBLISHER: Kompart
CONTACT: 0727 868 005
TEAM: Blue Byte Software
PRICE: £34.99

S C O R I N G	
GRAPHICS	87%
SOUND	82%
PLAYABILITY	91%
DIFFICULTY	Spot On

I could go overboard here and make you all cringe with words such as "charming", "engaging" and "captivating". I won't though, because for all I know you may have just eaten and I don't want to make you bring your food straight back up without having had the pleasure of digesting it first. Let me just say that I enjoyed playing *The Settlers* immensely, and loved just watching it happen almost as much. A sure fire winner in absolutely every department.

REVIEWED BY: Neil

SECOND OPINION

Another turn up for the books! I'll tell you what ducks, this is one the most enjoyable games I've played all year, and I've played more than my share at that. Ooooh yes.

OPINION BY: Paul

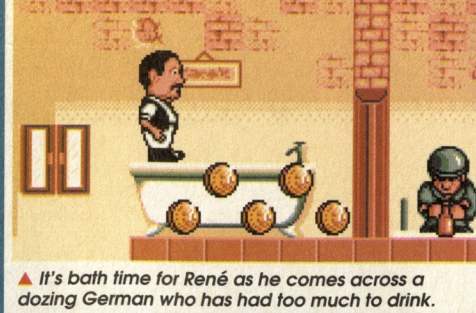
OVERALL SCORE

89%

D I F F E R E N C E S

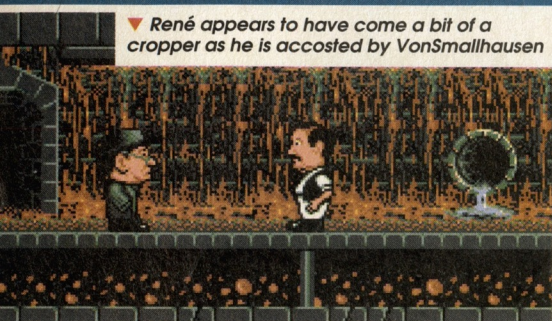
On the A1200, the main difference is that the overall size of the *Settlers* environment is greatly increased. The sound and graphics are also enhanced, though not to any great degree. But we aren't worried here...

ACTION REVIEW PLATFORM



▲ It's bath time for René as he comes across a dozing German who has had too much to drink.

'ALLO 'ALLO CARTOON FUN



▼ René appears to have come a bit of a cropper as he is accosted by VonSmallhausen



The Café René is filled with loads of nasty German soldiers.

Well timed and accurate lobs of objects will render the Germans defenceless.

Madame Edith's impersonation of Edith Piaf isn't going down too well in the café.

Listen vary carefully, I shall say zis only wance! René Artois iz 'ere for platform furn. Good moaning, ahhh ze flashing knobs etc.

Now we all know that game licenses play a very important part in the computer software industry and it is usually not too difficult to determine which movies or products are going to attract the attention of the software companies.

Alternative Software have dabbled in this area in the past, and have brought us such titles as Thomas the Tank Engine, Pixie and Dixie and Suburban Commando. Not exactly a who's who of the western world's commercialised icons, but to be honest this doesn't really matter. An uninspiring license does not necessarily make a bad game, and let's face it, some of the biggest game licenses have produced some pretty dire efforts in the past.

Anyway, all this careful tiptoeing around what is probably a bit of a sensitive issue is only meant to give you some idea of my feeling of mild amusement

rather than dumbfounded surprise when I was confronted with Alternative's version of the long running BBC comedy, 'Allo 'Allo.

Okay, so the programme was pretty popular and dare I say it... funny (oh the shame) the best part of a decade ago, but I don't think I'm being too controversial when I say that it's not the most obvious inspiration for a computer game.

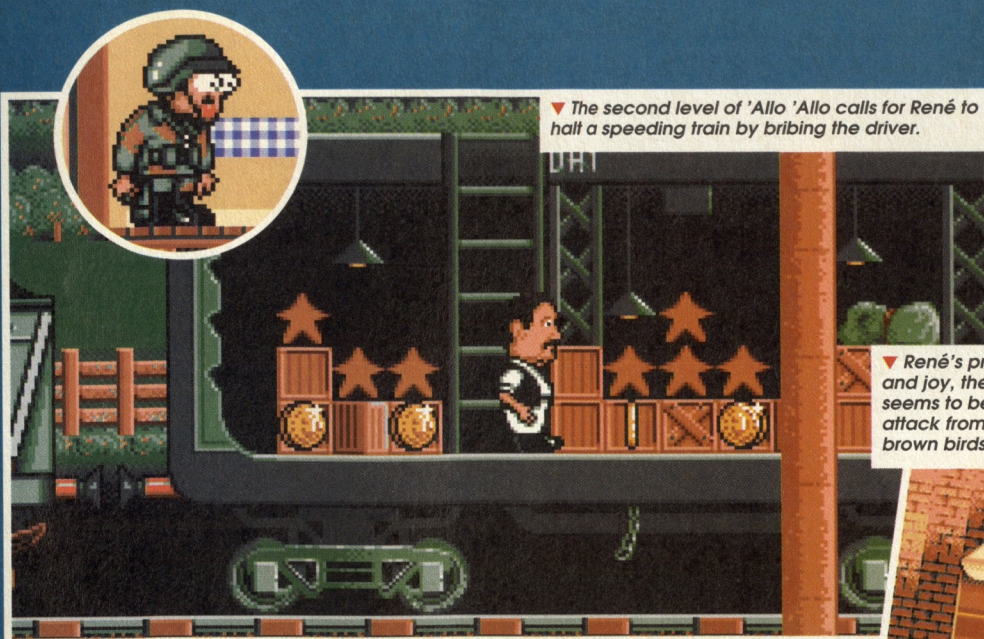
Before I actually saw the game I would have said that a graphic adventure was the only way in which René and his mates could be brought to life on the Amiga. Something along the lines of helping the French Resistance to outwit the bumbling Germans, while frantically searching for the painting of The Fallen Madonna with the Big Boobies by Van Clomp. But no! Believe it or not, the French wartime sitcom has metamorphosed into a platformer.

All your favourite(?) characters are here, René with his moustache and white bartender's apron, his wife Edith with her notorious 'singing' voice and even the real love of René's life, Yvette, complete with animated stockings and suspenders (Ohhh my dickee tickerrr)!

As I'd more or less sussed out earlier, success is ultimately achieved by gaining access to the General's chateau and replacing the aforementioned painting with a forgery. You must guide René (or Michelle of the Resistance if you are in two player mode) around the various stages, which include The Café René and a speeding train to name but two. On your way you must collect Knockwurst sausages (such attention to detail) and other related paraphernalia in order to progress to the next level.

Pretty standard stuff at first glance, but look

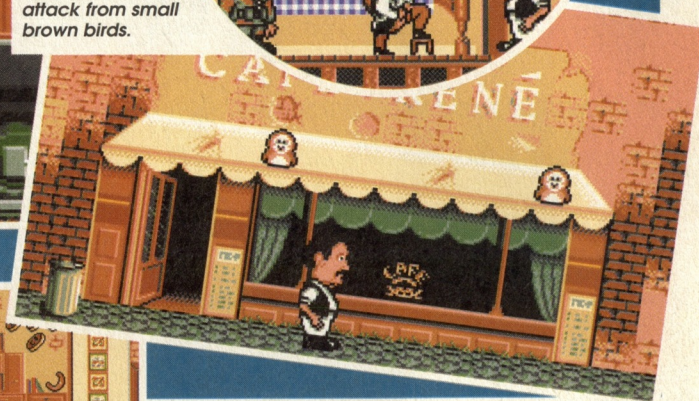




▼ The second level of 'Allo 'Allo calls for René to halt a speeding train by bribing the driver.



▼ René's pride and joy, the cafe, seems to be under attack from small brown birds.



Oh the frustration, as the Knockwerk sausage is almost within reach.

The balloon can be used to break René's fall. It pays to save energy for later.

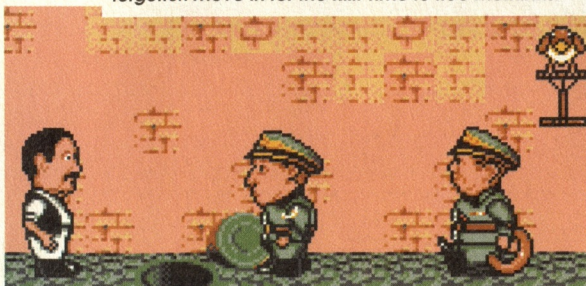
again and you'll soon realise that there's more to 'Allo 'Allo than you're usual up, down, jump and shoot at the baddie fare. I'd be lying if I said that this doesn't constitute a large part of the game, but there are some pretty amusing puzzles thrown in too.

You stupid woman!

Throw an item at one of the friendly characters (not the Germans obviously), and they will perform their little party piece to help you on your way. For instance, lob a vase in the direction of Madam Edith and her infamous caterwauling will begin, temporarily deafening all nearby Germans. And as for Yvette, throw something at her and all the enemy soldiers immediately lose interest in you and become much more interested in her leg-flashing antics.

Humour plays a strong part in the proceedings and this definitely helps 'Allo 'Allo to make more of a lasting impression than it may otherwise have done. The character sprites are well drawn and represent adequate caricatures of the actors from the TV series, but a little more attention to the actual animation wouldn't have gone amiss. I know realism isn't what the game is about, but when one minute René is standing and the next he is represented

▼ Lt. Gruber and that old Colonel who's name I've forgotten move in for the kill. Time to flee methinks.



simply by his head and hands when he crouches, there is definitely room for improvement. The two player game is not particularly inspiring either.

I always like to see originality in the games I review, so obviously I am not much of a fan of game licenses. I must admit though that the major appeal of 'Allo 'Allo is that it doesn't seem like much of an idea for a game, yet it is pleasantly surprising. I don't know about you but I'd like to see a trend towards more unusual game licenses in the future, instead of the obvious Hollywood blockbusters. How about a beat'em-up featuring the cast of Dad's Army. Now there's an idea, bags I be Godfrey...

THE LOW-DOWN

PUBLISHER: Alternative
CONTACT: 0977 797777
TEAM: In House
PRICE: £24.99

SCORING	
GRAPHICS	79%
SOUND	71%
PLAYABILITY	75%
DIFFICULTY	Average

So then, 'Allo 'Allo is one of those games you will either love or hate. Fans of the TV series will find the characters and their actions quite amusing, but non-devotees will probably be non-plussed by it all and wonder just what is so great about what can only be described as an average platform game. Personally I quite liked it, but I'm afraid 'Allo 'Allo is essentially a novelty item and may only have a limited appeal to gamers.

REVIEWED BY: Neil

SECOND OPINION

At first look 'Allo 'Allo Cartoon Fun seems pretty dire, but persevere with it and you will more than likely find something to please. Nothing outstanding but not that bad at all.

OPINION BY: Steve

OVERALL SCORE

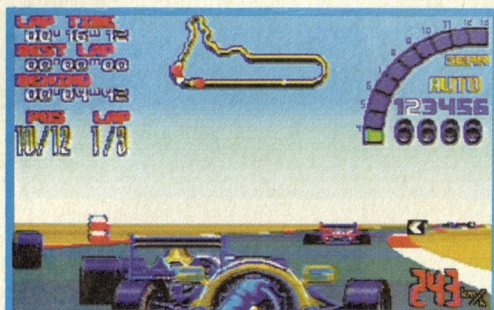
74%

ACTION REVIEW

CD32 SPECIFIC



MANSELL



▲ It's fast, it's furious... it's Nigel Mansell again! This time nippler, smellier and more competitive.

The original game caught the attention of the public as they escaped face to face confrontations with the French and tackled them on screen instead. Fast, exciting and realistic, World Championship went to the top of the championship charts and zoomed right past Vroom and Super Monaco Grand Prix.

At the time of release the original game proved extremely popular. Faster than the first and better than the rest, Nigel Mansell's World Championship has accelerated onto the CD32. If you enjoyed

racing in the original version but didn't quite smell the dust of the track then the World Championship on CD32 is certainly the answer. OK, I'm exaggerating saying that you can smell the game, but the CD32 version is the nearest you'll ever get to racing whilst sitting in your living room.

Still bearing a close resemblance to Ubi Soft's Vroom and US Gold's Super Monaco GP, it successfully combines speed with graphical detail, both with its sprites and the background objects. Features of the 1200 still exist – in fact it is the 1200 version without the loading bother, and with added CD tunes – like the weather reports before a race and the cockpit view displaying relevant racing facts and figures.

The original player feature of choosing between manual or automatic gears in preparation for treacherous corners and the like is needed more than ever. It's a thoroughly breathtaking journey that leaves you dizzy from the sheer speedy climax of the race.

One aspect that doesn't strike true-to-life is the amount of times the driver can actually crash through barriers and seemingly survive; but then, instant death at the first bend would severely hamper the gameplay.

RACING

PUBLISHER: Gremlin
CONTACT: 0742 753423
TEAM: in house
PRICE: £29.99

- More realistic sound effects
- CD format = no waiting for disk access, which was a real pain in this game.
- Controller makes for better steering.
- Easier to load without disk swapping.
- More realistic racing.

REVIEWED BY: Rachel

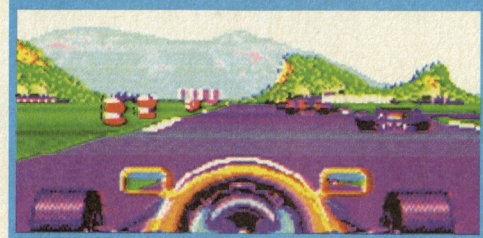
ORIGINAL SCORE

87%

UPDATED SCORE

90%

▼ Of course it is quite tricky to convey the extra speed through the use of a screenshot...

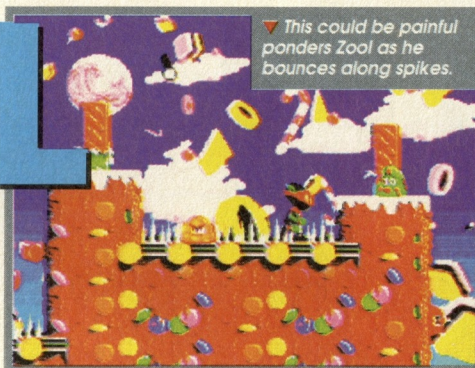


ZOO

Well after playing Nigel Mansell's World Championship, Zool is a bit of a comedown, and it must be said that I do feel that the original Zool was somewhat, shall we say, generously marked at 96 per cent. The A1200

version proved to be a big success amongst the platform fanatics. The levels, background and sound added atmosphere to the cosmic character's adventures and new heights were reached. More objects to zap and the intro sequence was not one to be sniffed at either, but there was still room for improvement. Roll on Zool on the CD32...

Zool with a difference. Wackier, bouncier... in fact altogether completely tweaked and



▼ This could be painful ponders Zool as he bounces along spikes.

polished. The intro sequence is more cinematic, you could quite happily watch that without embarking on the game. The gameplay runs without a hitch proving altogether more exciting. There is also the obvious ease of loading with the disk, followed up with a nippy game incorporating better sound and smoother actions.

One of the outstanding features is the seemingly 3-D effect. Admittedly Zool on the 1200 boasted them too, but the CD32 takes the biscuit with the smarties and obstacles thrust forward and the liquorice allsorts thrown back.

There is a whole new world to explore with more challenging levels. Even the original gameplay has been given an added spark.

PLATFORM

PUBLISHER: Gremlin
CONTACT: 0742 753423
TEAM: in house
PRICE: £29.99

- Faster.
- Better all round CD sound.
- Extra, brand new world.
- Smoother gameplay.
- Easier to load without disk swapping.
- Tricky to control with joystick at first.

REVIEWED BY: Rachel

ORIGINAL SCORE

96%

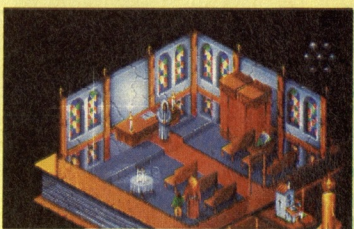
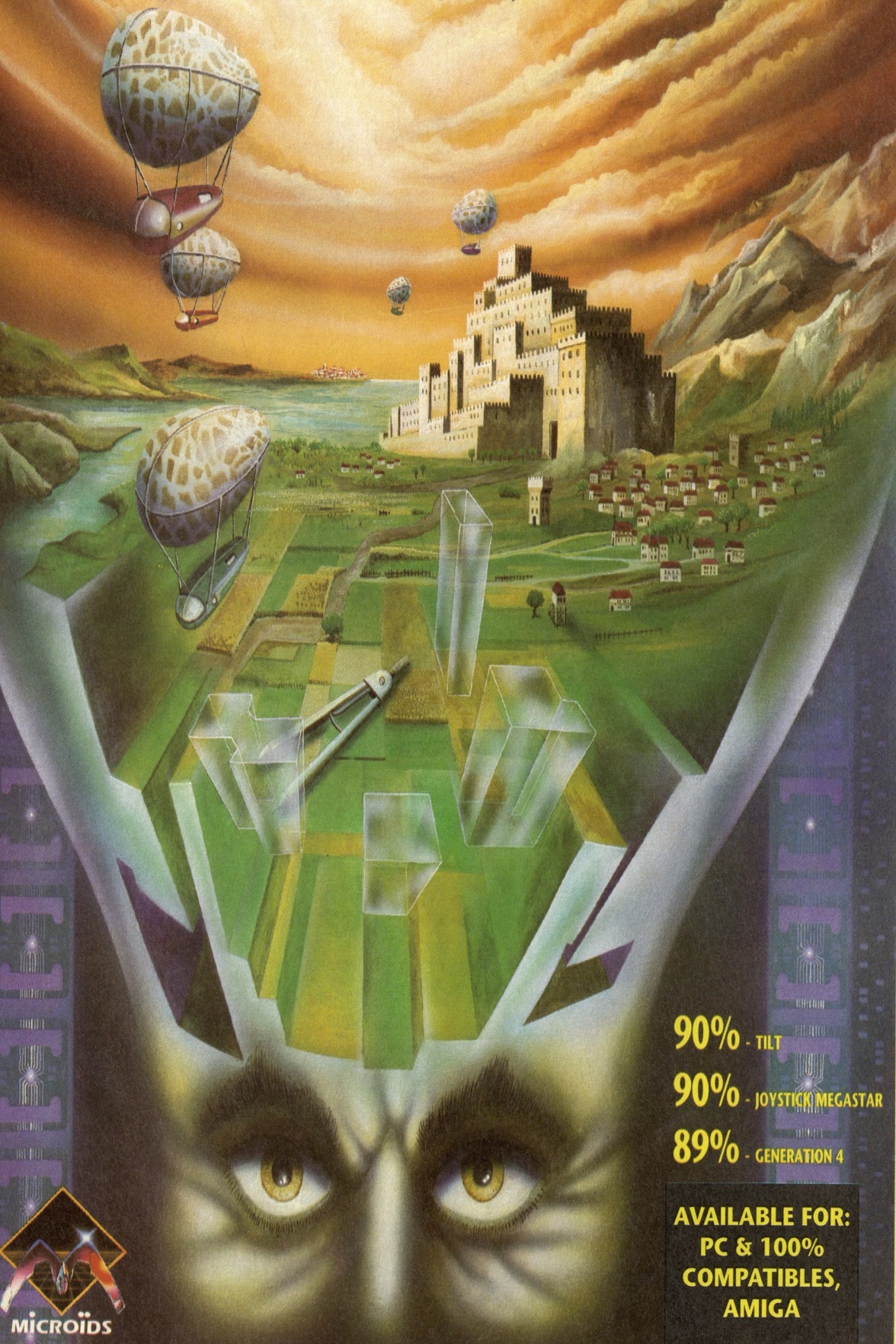
UPDATED SCORE

84%



▼ Off he jumps again – the ninja who thinks he's a plane.

GENESIA



**Genesis - a game
of creation
and power for
1 to 3 players.**

The owner of a small land, you must expand and develop your population to become the most significant in the world of Genesis. In 5 worlds, each requiring unique strategies, you must manage everything, from food and water to employment and taxes.

Will you conquer the lands of your 2 opponents, or form an alliance with them in an attempt to recover the seven missing jewels?

Only with a strong economy, powerful army and new technology will you fulfil your ambitions.



MINDSCAPE

Mindscape International Ltd.,
Priority House, Charles Avenue,
Maltings Park, Burgess Hill,
West Sussex RH15 9PQ
Tel: 0444 246333
Fax: 0444 248996

90% - TILT

90% - JOYSTICK MEGASTAR

89% - GENERATION 4

**AVAILABLE FOR:
PC & 100%
COMPATIBLES,
AMIGA**



ACTION REVIEW COMPIRATION



DRE

Dreamlands: a gateway to fantastic new worlds or an invitation to the Land of Nod?

STORM MASTER

Taking on the role of chief troubleshooter appointed by the island of Eolia's all powerful Council of Seven, your mission is to build your country into a powerful force capable of destroying your deadly arch-rivals the evil Shargaanians.

Because of the geographical limitations of your island home and the dangerous seamount which inhabits the coastal waters, warfare can only be

waged via the skies. The airships at your disposal are precisely that; huge galleons which fly through the clouds powered entirely by the wind in their sails.

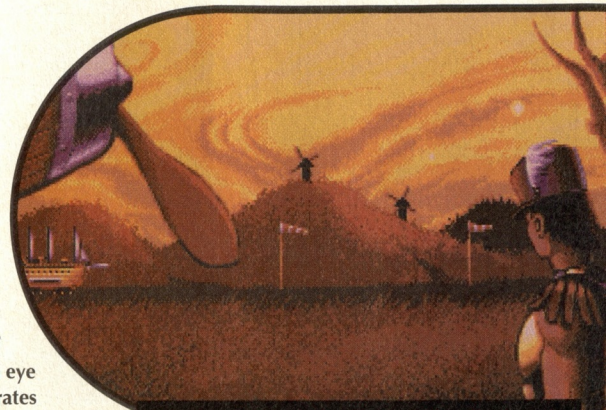
The game is one of complex strategy, requiring the player to get on with the job of obliterating the enemy while also keeping an eye on the political situation at home. Local tax rates must be carefully monitored and your faithful subjects must be treated to regular bursts of 'hilarious' entertainment from The Joker or they become restless. (A sort of medieval Les Dennis with a funny hat.)

In order to mount an attack on the enemy you must first, design and build an airship which is capable of carrying an army to the far-off cities of Shargaania. Once this has been taken care of it is time for the Ecclesiast to do his stuff and summon up a wind strong enough to carry the airships on their hazardous journey. Any enemy ships you come across on the voyage will engage you in combat via a 3D action sequence, so make sure all your ships are well armed with cannonballs.

Storm Master is a game based on a very original (if contrived) idea, and the unusual scenario adds to the appeal of an extremely competent strategy sim.

ISHAR : LEGEND OF THE FORTRESS

Legend has it that the peaceful land of Kendoria was once under threat from Morgoth, Lord of Evil and Chaos. Fortunately

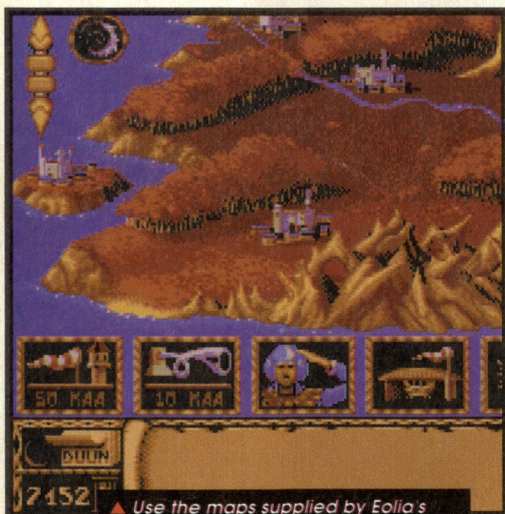


▲ Last call Gate 16 for Flight X242 to Shargaania. Please don't leave any hand luggage behind.

for everyone concerned, Jarel, Prince of the Elves, was on hand to despatch the uncaring fiend and restore law and order. Now another threat faces the people of Kendoria. Krogh, a man of enormous wealth and power, has built a temple, "ISHAR", on the borders of the kingdom and is hoping for a return to the old days of Morgoth and darkness. It is your task to travel to Ishar and regain Jarel's throne.

To begin with you must carry out your epic odyssey alone, but never fear as you soon encounter all manner of varied and interesting characters exploring the Kingdom of Kendoria. Despite the dangerous nature of your quest some of the people you meet are keen to accompany you on your journey. Hand to hand combat skills as well as spellbinding wizardry are certainly required to complete your task with the help of your handpicked band of warriors.

One of the most appealing aspects of this game is the differing psychological make-up of each character which makes them seem much more human than the usual RPG creations. It is for this reason alone that Ishar stands out from all other similar offerings.



▲ Use the maps supplied by Eolia's version of The Royal Ordnance Survey to plan your wind-fuelled adventures. Try not to get blown away.

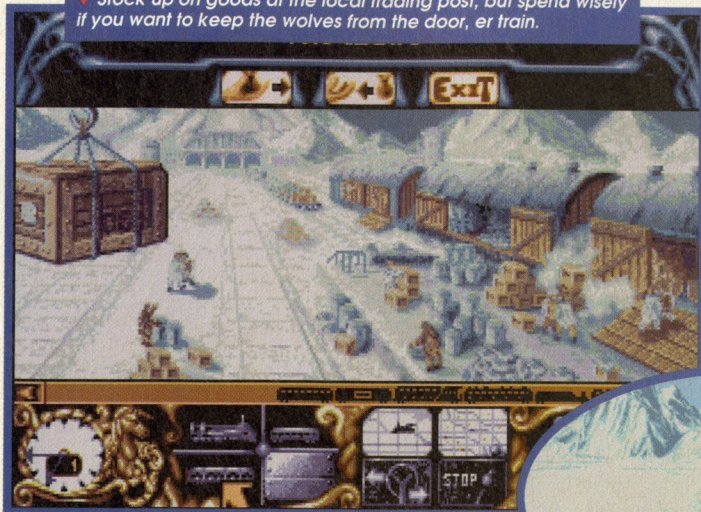


♥ Hands off bald guys, I saw her first! Find someone more your own age.



AMLANDS

▼ Stock up on goods at the local trading post, but spend wisely if you want to keep the wolves from the door, er train.



TRANSARCTICA

The final offering of the "DREAMLANDS" compilation is transarctica, a tale of huge, lumbering steam trains careering headlong across the icy wastelands of a sun-starved planet.

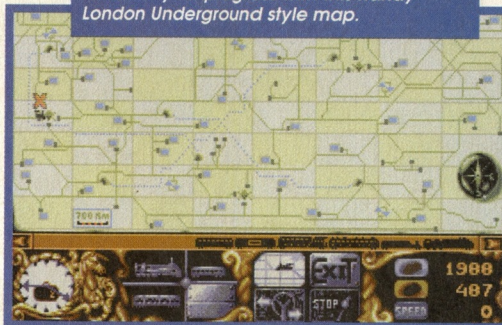
You play the part of an "Ambivalent" – who is a believer in strange myths of the long disappeared sun. His only reason for living is to restore the mysterious source of light and warmth to the planet.

This task is hampered by the Viking Union which monopolises the railway network and uses its powerful position to dictate its anti-Sun message to the world.

Your renegade activities have secured the services of a steam train (the transarctica of the title), and this trusty iron horse is your means of transport across the globe.

Along the way you encounter a number of towns in which goods can be traded, mines which produce some valuable minerals and enemy trains which if

▼ Follow your progress with this handy London Underground style map.



approached will engage you in battle.

The game unfolds by means of a series of picture menus – much the same as with "Storm Master". Maybe this is a real advantage but I found that it actually detracts from the quality of the compilation as a whole. Although the two strategy sims in my opinion are extremely good entertainment in their own right, the gameplay seems to be much too similar.

▼ No, no, no my love! The Roman Toga party was on last week but you can still come in.



▲ Oh dear, the boys are angry. It looks as though Millwall have lost again.

THE LOW-DOWN

PUBLISHER: Daze
CONTACT: 071 328 2763
TEAM: Silmarils
PRICE: £29.99

SCORING

STORM MASTER	85%
ISHAR	80%
TRANSARCTICA	82%

The title of this compilation, "Dreamlands" evokes expectations of fantastic new worlds just begging to be explored, and the imaginative team at silmarils really do not disappoint.

All three games score highly when considered as separate entities, but the gameplaying similarities between "Storm Master" and "Transarctica" may cause a problem to the unsuspecting purchaser. If you can't stand one of these games, you will almost certainly detest the other, leaving you with only one game for your £29.99. For this reason, the overall score is lower than the average mark of the component parts. With this problem aside, the package is sensibly priced, and these really are three top quality games which hardened strategy and role playing fans will find to be very good value for money.

REVIEWED BY: Neil

OVERALL SCORE

78%

competition

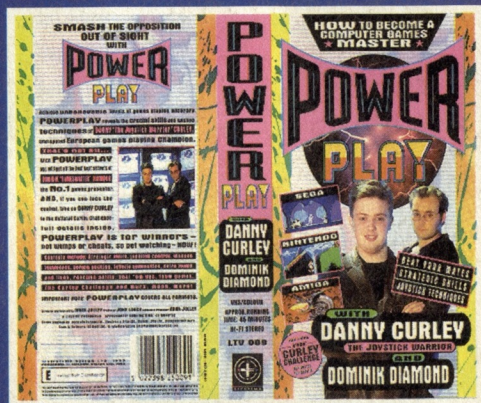
GAMES, STICKS AND VIDEO TAPE



Bags o' gamey stuff is yours for the asking and can be had by reading this page. Oh yes it can!

Now I know this probably won't go down too well with all you readers, and you'll probably turn green with envy and want to beat us all into a collective pulp, but you know all those games that you fork out thirty or so quid for after scrimping and saving for about three months? Well the thing is you see, WE don't have to pay for them at all. The software companies send them to us gratis and we've got a games cupboard that's quite literally overflowing with boxed copies of the latest and most sought after software for the Amiga.

By now, you've probably formed the opinion that we are a complete bunch of scroungers who sponge off the software companies and take the games home for ourselves. But curb those evil thoughts! Our games cupboard remains locked at all times during the day, and every night at 5pm we are all strip searched by



the big cheeses who like to make sure that we are not taking advantage of our privileged positions. Enjoyable though these frequent security checks are, we are determined not to have our civil liberties infringed upon any further, and as a result have decided to give away the choicest software morsels from the aforementioned cupboard to ten lucky readers.

The delights of our games cupboard are majestic and manifold, but we still aren't finished. What will you play the said games with? Via the keyboard? Oh no. The only way to do our games justice is to use the very best of joystick craftsmanship and along with their specially chosen game, the ten winners will each receive a Competition Pro stick type thing.

And still it goes on! Imagine sitting in front of your monitor in an exclusive Gremlin T-shirt, whilst watching the new Power Play (How to become a computer games master) video, featuring Danny 'The Joystick Warrior' Curley and Dominik 'Double Entendre' Diamond, and you'll get the full picture.

To win all these fab prizes, just send us anagrams of the names of two of the Amiga Action team (see the contents page if you're a bit unsure of what we're called). As usual, the most hilarious win. And failing that, it's random.

Games, sticks and video tape

Anagram:

Name:

Anagram:

Name:

Name:

Address:

Postcode: Age:

Send your entries by the 28th Feb to "Games, sticks and video tape", Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Win Win



Software Expressions

Introducing some of the best public domain & shareware disks available for the Amiga today. Go on...express yourself!



All disks are compatible for A500/A500+/A600/A1200, except (N) which indicates not compatible for 1200

UTILITIES

+U001 ...A-Genie (1 meg)Trace your ancestors
+U016 ...Biorhythms (1 meg)Chart your feelings
+U033 ...Education 1Learn German
+U052 ...Business Card MakerSimple, but useful
+U092 ...Cartoon BrushesLots of famous characters
+U098 ...Database MasterComprehensive AMOS database
+U123 ...IQ TesterHow thick are you?
+U128 ...Viz Clip ArtRoger Mory in D Paint
+U130 ...Label DesignerVarious label printers
+U134 ...Ami CashBest accounts package around
+U136 ...Amibase ProfExcellent database
+U140 ...Text EngineExcellent word processor
+U142 ...Super FontsLots of Super Fonts
+U147 ...MOBED V2Moveable Object Editor
+U152 ...PC TaskEmulates IBM + PC programs
+U153 ...File-a-faxAs it sounds
+U154 ...QEDBeginners word processor
+U160 ...Deluxe Paint TutorEnhance your knowledge of this
+U164 ...World DatabankCreates maps of the world
+U165 ...A-graphCreates bar graphs
+U175 ...Text plus VERSION 4Excellent word processor
+U178 ...MOBED V2 (2 Discs) Analitic ALC(2 Discs) Best spreadsheet available
+U179 ...Calorie BaseWork out your own calorie intake
+U180 ...GUSE MathsSyllabus taught disk
+U185 ...AstronomyCalculates positions of planets
+U186 ...S-MovieVideo Text Editor
+U190 ...Shadow demo makerCreate your own demo
+U194 ...Total conceptsLearn about dinosaurs
+U195 ...Home ManagerCreate an address book
+U204 ...Race RatorFor horse racing information
+U206 ...ABC Adventure Creator (N)Create your own adventure games
+U210 ...Pools Pools Version 2Work out your winnings
+U211 ...Training LogKeeping fit
+U212 ...Back TalkAdvise on Commonback Complaints
+U217 ...Mastie NiblickGolf score recorder
+U230 ...Illinois LabelsLabel Printer
+U231 ...Audio Animation StudioCreate Cartoons
+U232 ...Cheque Book AccountKeep tabs on your expenditure
+U233 ...Engineers KitCheck your Amiga System
+U236 ...Word PowerSolve crosswords & anagrams
+U237 ...Stock AnalystAnalyses the share market
+U238 ...Font FarmVariations of fonts available
+U239 ...Dunks DTPDesktop Publishing for Kids
+U240 ...Little OfficeWord Processor, Database & Spreadsheet
+U241 ...WinemakerDatabase for wine enthusiasts
+U242 ...Budgets 1.34Accounts Manager
+U243 ...D-SolveCrossword-complete with two crosswords
+U244 ...Lockpic V2.0Uncover copy facilities
+U245 ...Relo Kick V1.4Latest D Grader for A1200
+U246 ...Magic WorkbenchGood workbench alternative
+U247 ...Sun CalculatorCalculates position of sun within 2 minutes
+U248 ...Unit ConverterWorks out volume/speed/weight etc

DEMOS

+D015 ...Agatronic Star Wars (1 meg/2 disks)Captivating graphics
+D058 ...Enterprise leaving dockFamous animation
+D075 ...Girls of sportPretty shots of talented girls
+D148 ...The Run (1 meg)T. Richter's car-chase animation. Good
+D162 ...Stealthy Manoeuvres (1 meg)Excellent demo
+D166 ...Star Trek AnimationsAnims. of USS Enterprise
+D177 ...Star Trek AnimationsAgatronic no.17 More like above. Good
+D271 ...Odyssey (5 disks)Excellent space adventure animation
+D278 ...Desert StormInformation on Gulf War
+D280 ...Jesus on 'E's' (2 disks)Excellent rave music
+D282 ...How to skin a catAmusing demo
+D287 ...Calendar GirlsSlideshow

MUSIC

+M006 ...Batdance remixReally good disk. Catchy stuff
+M084 ...The WallPink Floyd classic
+M090 ...Led ZeppelinStairway to Heaven etc.
+M093 ...MC HammerYou Can't Touch This
+M104 ...CybernuxExcellent music compilation

GAMES

+G005 ...All New Star Trek (2 drives, 2 disks) USS Enterprise classic. Best one
+G008 ...BallooneyDrop bombs on city from balloon
+G010 ...BreakoutClassic bat & ball game
+G011 ...BlizzardHorizontal shoot-'em-up. High quality
+G014 ...Adventure Solutions (2 disks)Loads of hints of commercial games
+G019 ...Dungeon Delver (2 disks)Difficult adventure quest
+G021 ...Demolition Mission (1 meg)Similar to Ballooney, good fun
+G023 ...Electronic Train Set (1 meg)Construct own train set
+G043 ...Learn and Play 1Good for the kids. Blackboard maths. etc.
+G044 ...Learn and Play 2More fun for the kids
+G053 ...MayhemBrilliant shoot-'em-up
+G065 ...Pixie Kingdom (2 disks)Tricky adventure game. Good
+G071 ...Return to Earth (1 meg)Space adventure
+G086 ...Wraithed OneGood general knowledge quiz
+G102 ...Simulation 1 (1 meg)Recommended. 5 games including Metro
+G109 ...Wheel of FortuneTV Quiz, computerized
+G124 ...Napoleonic WarfareHigh-quality simulation
+G143 ...Card ShopWell presented card games
+G149 ...Raphaels RevengeDifficult platform adventure
+G152 ...Leaping LarryJump onto elevators
+G153 ...GrowthDestroy an expanding brain
+G155 ...Mission XQuality shoot-'em-up
+G157 ...QuadrixDifficult puzzle game
+G162 ...Storyland 2 (N)Create a childrens adventure
+G165 ...Super Skoda ChallengeCar racing game
+G170 ...Amos CricketOwzat!
+G171 ...Top SecretQuality platform game
+G175 ...Whizz WallNEW Wizard shooting game
+G176 ...White KnightNEW Excellent shoot-'em up game
+G180 ...Tank Attack (N)World War 2 Simulation
+G204 ...Super League ManagerManage your own Soccer team
+G207 ...FlagcatcherFind the flags. Very addictive
+G208 ...Grand Prix SimulatorExcellent
+G209 ...Games Galore Ten (N)14 excellent games
+G214 ...Parachute JoustTry & catch a parachute

+G215 ...BattlementsHunchback game
+G217 ...Act of WarExcellent strategy game
+G218 ...RouletteCasino Classic
+G219 ...Space RescueGuide Spaceship through Terrain
+G220 ...Sub Attack (N)Also landmine + bomber
+G221 ...Revenge of the mutant camelShooting game
+G222 ...Neighbours adventure(2 discs) Bring Paul Robinson to court
+G223 ...Wizard WarsGraphics Adventure
+G224 ...Strategic Games3 excellent games
+G225 ...Addams Family QuizQuiz on cult TV programme
+G226 ...Dual2 player shooting game
+G227 ...Assassins 24 (N)4 games including 3D Maze
+G230 ...Assassins 27 (N)Addictive card games
+G231 ...Assassins 28 (N)These include Dr.Mario, Invaders 2 & Mad Bomber 2
+G240 ...Assassins 37 (N)Ghost Ship, Klaktris etc
+G241 ...Assassins 38 (N)1 on 1 baldy & transplant
+G243 ...TetrenExcellent Tetris clone
+G244 ...Legend Of LothianVersion 1.02. Adventure
+G245 ...Iron Clads (2 disks)Graphic adventure
+G247 ...Quiz MasterQuiz which includes Editor
+G248 ...Assassins 40 (N)10 Puzzle Games
+G249 ...Assassins 41 (N)Includes 3 Games
+G250 ...AtlantisExcellent Adventure Games
+G252 ...BombjackRescue the dying planet
+G254 ...AirportPatrol your own airport
+G255 ...Amos Games5 Games including Glassback
+G256 ...SlamballManagement game of US football.Type Sport
+G257 ...RelayerShareware game. Brand New!
+G300 ...BlobShoot 'em up
+G301 ...Sector 1Excellent game
+G302 ...Micro MarketStock exchange game
+G303 ...Strike BallAmos written baseball type game
+G306 ...The Funhouse3 games including Enigma
+G307 ...18th Hole (2 disks)Excellent golfing game
+G308 ...GushVery similar to pipeline
+G310 ...Zalycon (2 disks)Space shoot-'em up
+G312 ...Rasta BikeBackgammon & Dungeon Flipper
+G324 ...Psycho SantaWaggle your joystick with this festive disk
+G325 ...Mister Men Olympics (2 disks) Excellent game for disks as reviewed in Amiga Computing
+G326 ...Wibble World GiddyReally good platform game
+G327 ...Muggsy's revengeRole-play a gangster during prohibition years

A1200 ONLY

D286 ...No point of saleStunning French demo
D288 ...RevelationsPhoto realistic slideshow
D290 ...Raving Mad MeHigh quality music video
G321 ...AGA Klondike (3 disks)Excellent patience card game
G322 ...Giger TetrisTetris clone
G323 ...U ChessBrilliant chess game
D301 ...RetinaExcellent Vector film demo
D300 ...Technotrack IIMore rave music
D294 ...AGA Swimsuits (5 disks) IFF 256 colour pictures use with DPaint etc

Blank disks

10 for £5.50
or 60p each

CATALOGUE DISKS

75p each
Details of over 1500
disks in our library

POSTAGE

UK orders : 75p
Europe : £1.50
World : £3.00

PRICES

PD....£1.25 per disk
or
£1.00 each for 15 or more.

Send cheque/postal order made payable to :

SOFTWARE EXPRESSIONS,

Unit 4, 117 Kennington Avenue, Bishopston,
Bristol BS7 9EX

9am-5pm Mon to Fri



New Year Special Offer

30 disks or more
at 90p each

KICK 1.4

DOWNGRADE YOUR
A1200 AND/OR A600
TO WORKBENCH 1.4
YOU CAN NOW RUN
ALL OUR SOFTWARE

ACTION REVIEW STRATEGY



AIR

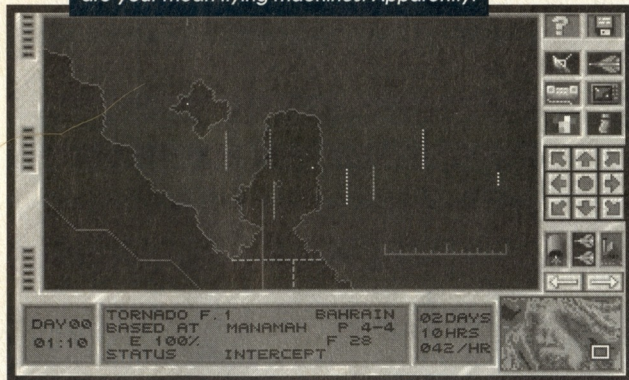
Up, down, flying around, looping the loop and defying the ground.

Ever fancied the idea of growing a moustache, sporting a ridiculous Frank Spencer-type beret and declaring war on the rest of the world? Well, Saddam (or should that be Sadman) here's your chance.

Impressions have devised what should be the perfect tension reliever for all you frustrated megalomaniacs out there, and it goes by the name of Air Force Commander.

The troubled Middle East is the setting for a significant number of different campaign scenarios, ranging from the Gulf War to fictitious "what if" situations. Choosing which campaign to fight is a vital part of the game and very important. As they all differ in terms of both difficulty and complexity, you wouldn't want to appear to be a bit of a loser in front of your friends now would you?

▼ The funny red and white barbers' poles are your mean flying machines. Apparently.



▲ Now come on lads, I'm starving. Are we gonna ring Gino's for a pizza, or are we gonna send Roger to the chippy.

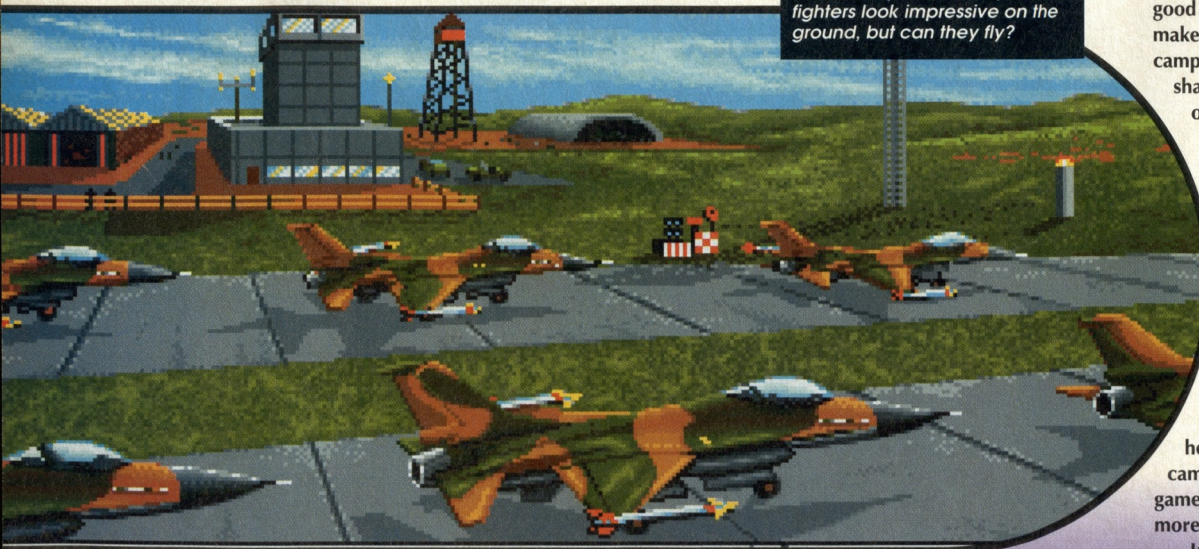
Having decided which bunch of innocents to wage war against, you are presented with a detailed map of the immediate area. This shows geographical borders, major cities and military installations. A quick study of this and then it's time to dispense with diplomatic procedure and show the poor unfortunate sods just who wears the green army issue trousers around here.

The game itself is conducted either via the keyboard or by mouse-clicking on a series of icons, and it's a fairly simple task to get your campaign under way. Basically, the general idea is to get as much of your air force in the air and operational as soon as possible.

There is a wide variety of aircraft at your disposal, covering all manner of military operations, so there's no excuse for claiming that the other side were better armed after you've been forced into an ignominious surrender.

Once you've found your way to

▼ These super modern jet fighters look impressive on the ground, but can they fly?



▼ Bandits at four o'clock Ginger. Roger Snowy, I'm on your tail. Tally-Ho!

one of your friendly airfields, you are faced with several options. Do you launch a surveillance operation against the enemy, fronted by radar equipped AWACs? Do you try to destroy the opposition's morale by repeatedly bombing their headquarters with long distance B52s? Or do you content yourself with sending out fighter planes to engage incoming Mig 21s?

Tough decisions like this would cause even Stormin' Norman to break into a sweat, and so far so good as they say. Unfortunately, as far as I could make out, there's not much more to it. Any campaign in which you are involved is more or less a shallow loop in which your aircraft take off, carry out their mission and return to base to await further instructions.

Master general

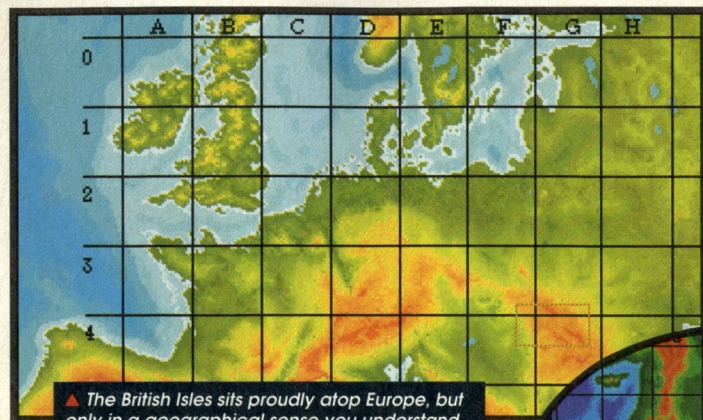
No matter how fanatical you are about your wartime strategy, it is only inevitable that eventually you will become disillusioned with the limited amount of gameplay that is available here.

Credit where credit's due though.

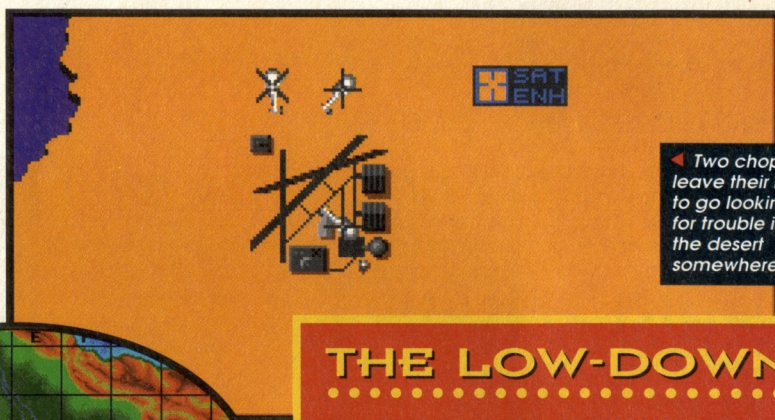
Impressions have attempted to address this problem by stretching the number of separate scenarios available to an impressive 28. I can't help feeling however, that a limited number of campaigns coupled with more extensive gaming options, would have made a much more attractive and enjoyable package.

In a further effort to satisfy the ever-craving

FORCE COMMANDER



▲ The British Isles sits proudly atop Europe, but only in a geographical sense you understand

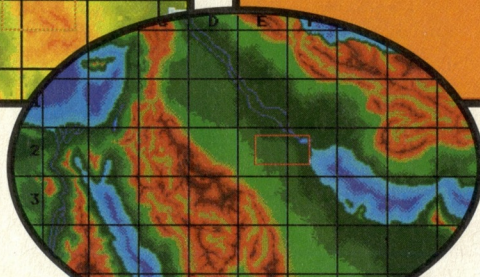


palate of the strategy sim public, Air Force Commander comes complete with a Battle of Britain data disk. As you may have already twigged, this has nothing to do with the Middle East whatsoever, but is an attempt to recreate the lead-filled skies above Europe during World War II.

Earn your wings

The gameplay is exactly the same as with the Middle East version (which was to be expected), and there are another 28 scenarios to challenge you. This time your flying squadrons are constructed more along the lines of Spitfires and Lancaster bombers, and gone are the Exocet missiles of present-day conflict.

Unfortunately, the whole credibility of Air Force Commander collapses round it's ears at this point. The instruction booklet claims that the simulation is a realistic approximation of how real wars can be won and lost, and quotes the example of the Gulf War as a conflict which was resolved entirely as a result of aerial supremacy. This is true enough, but such a situation hardly reflects what happened during the Second World War when warfaring technology was a lot less sophisticated, and large



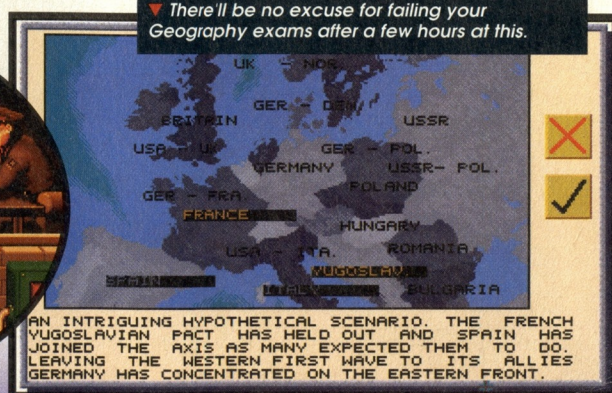
▲ Bit of a map here I think. Notice the red sea making a rude gesture.

land armies played more than just a supporting role.

Anyone would think I was Percy Sugden the way that I'm going on, but nay Mrs. Pearce, if you're going to claim realism, let's see it. When me and Nobby Clarke were in the Catering Corps in North Africa blah blah waffle...

I like my geography (I'm a bit sad like that), and the maps looked pretty accurate to me. On the whole the close-up graphics were poor and the sound effects were virtually non-existent. A little attention to these details may have saved the day, but unfortunately I have to say that in the end, Air Force Commander was a package which I simply could not get excited about, as it didn't provide nearly enough exciting gameplay.

▼ There'll be no excuse for failing your Geography exams after a few hours at this.



THE LOW-DOWN

PUBLISHER: Impressions
CONTACT: 071 351 2133
TEAM: In House
PRICE: £29.99

SCORING

GRAPHICS	55%
SOUND	20%
PLAYABILITY	63%
DIFFICULTY	Average

War time strategy sims have come on a lot in the last few years, but I'm afraid to say that Air Force Commander does nothing to aid this progress. The main market for a game of this type is likely to consist of hard-core strategists only, and although they may forgive the lack of sound and quality graphics, I don't think that they will be too impressed by the lack of in-depth gameplay that seems to exist.

REVIEWED BY: Neil

SECOND OPINION

As far as I'm concerned Impressions have done themselves proud. AFC is an excellent game that'll not only appeal to bespectacled strategists. I'd give it at least an extra 20%

OPINION BY: Brad

OVERALL SCORE

59%

ACTION REVIEW COMPILATION



COMBAT CLASS

Time for battle, we take you under the sea, on the ground and in the air.

PACIFIC ISLANDS

The first title under the spotlight is Pacific Islands. Covering the tracks that Team Pacific grooved out, Pacific Islands takes the role as sequel to the mega-hit. It's a race against time as well as a swerve for your nerves taking you right to your limit and testing your reactions as well as your

insight into battling situations. Pacific Heights is therefore pretty addictive if you enjoy a good fight.

The opening screen resembles an open filing cabinet with eight files that contain all of the information you will need for your battle performances. Basically it is up to you to recapture five of the islands in the team Pacific campaign. If you manage to recapture the first island by securing all of its battle areas, you will be rewarded with a promotion to the rank of Corporal. You will then move on to the next island.

The tactical skills required will gradually become more complex and demanding. You will have to recapture all five islands in order to completely succeed in your mission.

After grading your tank and studying the military terrain you are about to bravely embark upon the battle. It is imperative that you thoroughly study the difference between your tanks and the enemy tanks as the mayhem of battle can cloud your judgement. Personally I thought that was particularly difficult, finding it impossible to differentiate one end of the tank from the other, never mind

spotting if they were enemies or not.

At the start of battle you will see the major terrains and relevant villages and roads highlighted. Red squares mark the scenes where the battles will take place and you succeed only when you have conquered each battle area. Should you be unsuccessful then it's time to return to your previous position on the map.

As the battle progresses the player is given the freedom to choose which battle area to attack first. Fifty-five million dollars is offered to finance your campaign which to the player's dismay cannot be overdrawn and can be used to penalise you. You're not left to sail right up the creek without a paddle though. Intelligence information, command instructions and a full map for your forthcoming battlefields puts victory on the horizon.

SILENT SERVICE

Anyway, she said, breathing a huge sigh of relief that she'd finished the tanks. Time to move into the depths of the deepest sea to discover what conflicts are going.

Silent Service II is designed as a state-of-the-art

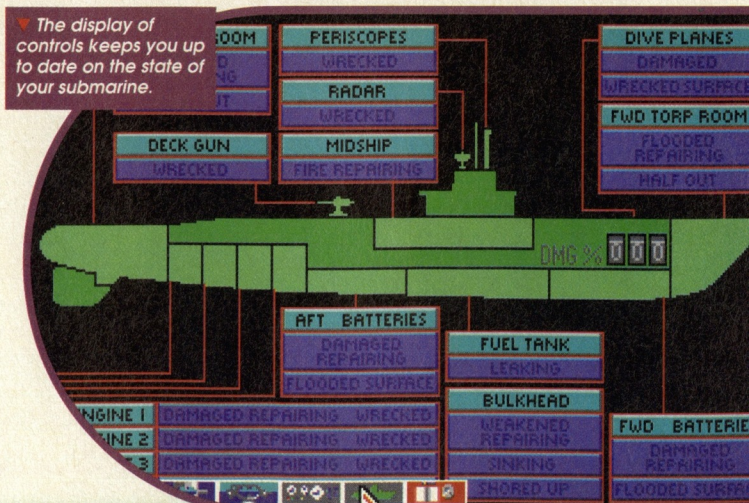


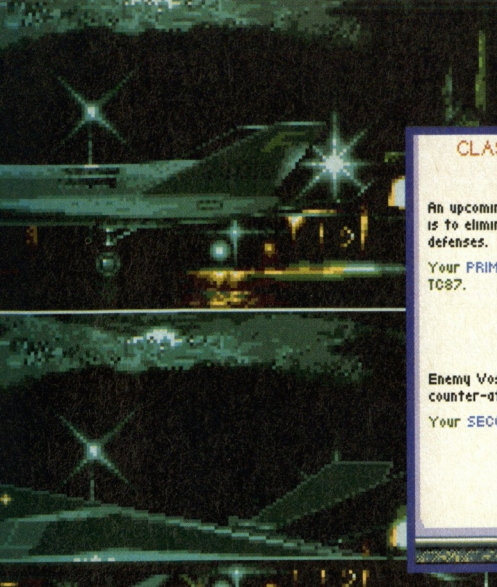
▲ Pick your man and off you go to battle against the best of the tanks.



▲ Out onto the battlefield where you'll see the major terrains, villages and roads. Red squares mark the scene of the battle.

▼ The display of controls keeps you up to date on the state of your submarine.





CLASSIFIED
Mission Briefing
CLASSIFIED

PRIMARY MISSION 5

An upcoming air strike requires a corridor through hostile air defenses. Your role is to eliminate the search and tracking radar of a key SAM battery in the enemy defenses.

Your PRIMARY objective is to destroy the SAM RADAR at TRIPOLI, ONC TC87.

SECONDARY MISSION 27

Enemy Vosper-class missile boats now at sea have attacked friendly ships. A quick counter-attack is desired. Destroy these boats before they do more damage.

Your SECONDARY objective is to destroy the MISSILE BOAT, ONC TC88.

▲ Eyes on the runway, mind on the controls... time to take off for war.

PACIFIC ISLANDS

simulation in World War two. Again this game follows in the tracks of Silent Service, the original that was released in the mid eighties. In fact this game holds some prestige and I have been reliably informed that it was one of the pioneering Amiga games in 'The Beginning'.

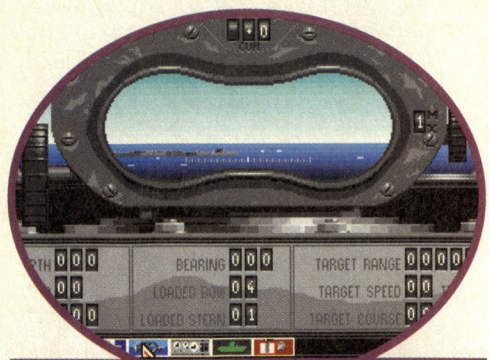
Anyway on with the battle. A warm start welcomes you with 'Congratulations! You are now in command of the US HADDOCK'. The player finds himself as Yank submariner fighting against the Japs. Freedom and personal choice is involved at the beginning of the game as the players decide which famous battle they are about to fight and

whereabouts in the war they want to start. The type of submarine depends upon the period in which you are fighting. Also after choosing the nature of torpedo, whether it be flawless or historical, and choosing your war zone you're ready for war to hit.

One of the many beauties of this game is the running commentary of war events, which feeds the player with facts as well as gameplay. Basically it's a case of track down the enemy submarine and blast them. But it's made all the more interesting by the realistic sound effects of the submarine bubbling through the water as well as the boom of launching the torpedoes.

Total battle awareness is necessary to find, dodge and blast the enemy. A realistic display of controls, which display the vital information for battle as well as informing the player of the state of his submarine, all combine to make the game up to the minute... or rather back with the times.

Going on a decade later, this sequel is a considerable improvement on the original reputable game, maintaining the realism of battle with the interest of intricate gameplay.



▲ A fish eye view of the state of affairs, very realistic gameplay with superb graphics.

F-19 STEALTH FIGHTER

Well that wasn't quite so painful as the tanks. And now it's time to reach for the skies (as MicroProse themselves would say). Don the Biggles hat with fur-collared jacket in tow and off we go. In true MicroProse style it's up, up and away. So you want to know what's so different about this air simulation game than previous flighty ideas? And if it wasn't stuck in the middle of a compilation would it really be worth buying? Well, despite my limited knowledge, I reckon it's definitely worth its dosh in or out of a compilation.

Anyway on we go. After choosing your career, it's time to accept your mission... you can even choose which part of the world you fancy missioning in.

This game is most definitely geared towards the flight sim fanatic. It has the spills and thrills of flying a real plane during war (not that I have anything to compare it to). Full



▲ Do you understand this control panel? If so you're fit for battle... I'd read the chunky manual before risking your life.

use is made of the keyboard as if it were a real flight deck and the amount of options offered to the pilot is immense.

Having said all that, the flight turns are too slick and quick to feel like the real thing and there are plenty of pauses as you are flying around and trying to shoot the enemy. These could be replaced with an indication of where the enemy is. Nevertheless a pretty realistic sim in its own right.

THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
TEAM: Various
PRICE: \$29.99

S C O R I N G	
PACIFIC ISLANDS	85%
SILENT SERVICE	88%
F-19 STEALTH FIGHTER	89%

Well, considering my initial reservations about these three games I can honestly say that I have been pleasantly surprised. Perhaps it is because I had no preconceptions about what to expect, or perhaps it is simply because they were downright good games. Or perhaps I had been fed enough coffee to actually give them an unbiased hearing. Anyway each game obviously has its different pros and cons but on the whole they all provided sound gameplay as well as relatively realistic battling situations which I even enjoyed. (I can't say that I have ever experienced a battle situation with which to compare it to though!) Despite my lack of battling experience I have graded them on Rachel's list of favourites: F-19 Stealth Fighter comes clear tops followed by Silent Service II and Pacific Islands brings up the rear.

REVIEWED BY: Rachel

OVERALL SCORE
88%

Let's hear it from the readers! We're always keen to read what you think so keep those reviews pouring in. Don't forget: keep it short and snappy... everybody has a chance! No-body can have a wrong opinion.

BLASTAR

Core Design

Reader Reviewer: Daniel Acheampon, London.

Hmm! A nice game where you are in charge of a space ship, but with dodgy controls. Excellent on the 3-D sections. Poor on the asteroid type game.

Graphics: 91%
Sound: 79%
Overall: 50%

Summary: Overrated by far!



AA RATED IT **86%**

ALIEN II

Team 17

Reader Reviewer: Dave 'VYV' Owens, Northampton.

Alien Breed already had a cult following and the third will add to the this growing list. This time around graphics have been tweaked and the sound has been jazzed up in all areas.

Graphics: 90%
Sound: 88%
Overall: 90%

Summary: Three disks of nightmare addiction. Get it now!



ARABIAN KNIGHTS

Krisalis

Reader Reviewer: Nameless Geezer, Co. Durham.

The best Platform game ever made. It's very easy but the brilliant gameplay makes up for that. This game kills Zool, knocks out Robocod and makes stew out of Superfrog. The instruction booklet is helpful and so are the animations. Watch it, it's addictive.

Graphics: 86%
Sound: 92%
Overall: 94%

Summary: Number one by far.

PREMIER MANAGER 2

Gremlin

Reader Reviewer: Michael Vincent, Lancashire.

Another boring football management game? I think not. Gremlin have pulled a real striker out of the bag here. Smooth graphics, medioca sound but brilliant gameplay.

Graphics: 87%
Sound: 76%
Overall: 92%

Summary: Best of the bunch. Definately worth sacrificing an afternoon for. Buy it while it's hot.

MANAGER 1		BROMSGROVE		4: CONFERENCE					
CONTRACT: 1 £207000		MONDAY		WEEK 1 OF 1993					
TEAM SELECTION									
P	PLAYER NAME	MN	TK	PS	SH	CR	FT	INFO FOR PLAYER	
G	COOKSEY	32	14	10	6	77	84	COOKSEY	21
D	SKELDING	13	22	10		17	94	AGE £180	P.M.
D	BRIGHTON	13	22	12		16	94	0 YEAR CONTRACT	
D	RICHARDSON	15	22	10		13	94	INSURE: 0 £0	
D	O'HEARA	13	22	11		17	94		
D	SHILVOCK	10	13	30	1	80	89	HANDLING.....	32
M	STOTT	12	16	31	1	19	84	TACKLING.....	14
M	HEBB	8	16	30	1	17	84	PASSING.....	10
M	WHITEHOUSE	7	16	13	1	20	84	SHOOTING.....	6
M	CRISP	5	12	12	1	76	88	CONTROL.....	77
A	DALY	3	9	15	30	16	92	FITNESS.....	84
G	CARTY	17	29	9	4	79	89	AGGR'SION.....	5
S	THIS IS	5	10	14	13	12	94	MORALE.....	5
S	SIMPLY A	26	11	5	13	79	87	FOOT.....	LEFT
R	CRAP TEAM	11	14	32	12	81	83	PLAYED.....	0
								SCORED.....	0
								CONCEDED.....	0
								DPTS.....	0
								TRAINING	
								NONE	
								LOW	

AA RATED IT 87%

AA RATED IT **87%**

ZOOL (A1200)

Gremlin

Reader Reviewer: Alex Williams, Hertfordshire.

Despite all the hype about this game I think that it's nothing more than an average platform game with a very colourful background. The gameplay is lacking to make this superb. There are some great tunes on this game but you can't change your choice of music, so you may find yourself having to turn down the volume.

Graphics: 89%

Sound: 85%

Overall: 85%

Summary: An average but colourful platformer.



BEASTLORD

Grandslam

Reader Reviewer: Chris Walker, Eastwood.

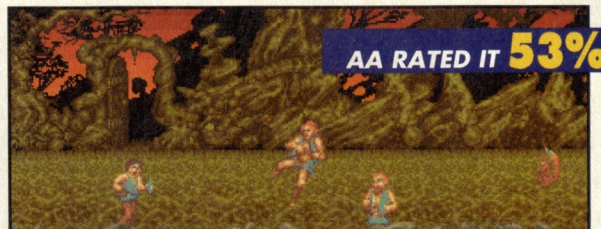
Beastlord is a very average game. It plays OK and there are some nice graphics, but we've seen it all before. In my opinion it's a bit of a Shadow of the Beast rip off. If you don't like Shadow of the Beast don't bother buying it.

Graphics: 75%

Sound: 70%

Overall: 70%

Summary: Well, have Grandslam ever made a good game?



CARDIAXX

Team 17

Reader Reviewer: Kate Evans, Bolton.

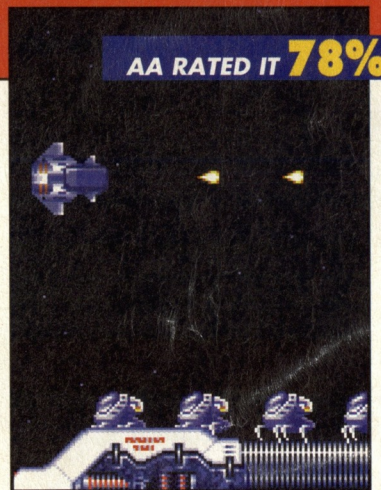
Another alien space adventure, and it's not that different from the rest. It's got lots of action but the graphics are a bit boring. It's easy to play but not worth playing for long.

Graphics: 69%

Sound: 73%

Overall: 74%

Summary: It's like any other average space shoot-em-up, with nothing added to make it special.



BLOB

Core Design

**WINNER OF
WONDER DOG!**

Reader Reviewer: Jane Woods, Inverness.

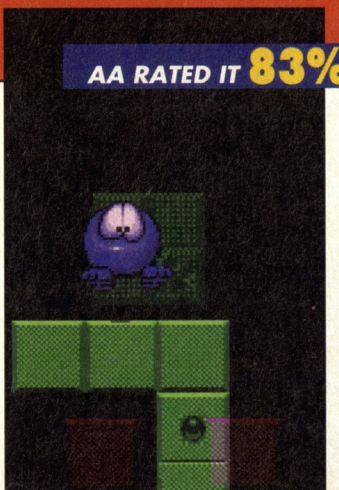
This is very cute and fairly challenging. Not only do you have to think about how to get Blob through the puzzles but on the way you have to look out for any spaceship parts as well as rescuing any stray Bloblets. Well worth playing!

Graphics: 87%

Sound: 84%

Overall: 85%

Summary: Play it once and you're addicted!



There goes another month. Write your piece legibly in less than sixty words, and post to:

**Amiga Action,
Europa house,
Adlington park,
Macclesfield.
SK10 4NP**

**Looking forward to
the next batch!**



DISCOVERY

TEL: 0274 880066

FREE £1.00 GIFT VOUCHER WITH EVERY ORDER

DEMOS

D11...Mental Hangover
D12...Intercepter Demo
D13...Wild Copper
D14...17Bit Music Demos
D15...World Demos
D16...World Demos
D17...World Demos
D18...World Demos
D19...World Demos
D20...World Demos
D21...World Demos
D22...World Demos
D23...World Demos
D24...World Demos
D25...World Demos
D26...World Demos
D27...World Demos
D28...World Demos
D29...World Demos
D30...World Demos
D31...World Demos
D32...World Demos
D33...World Demos
D34...World Demos
D35...World Demos
D36...World Demos
D37...World Demos
D38...World Demos
D39...World Demos
D40...World Demos
D41...World Demos
D42...World Demos
D43...World Demos
D44...World Demos
D45...World Demos
D46...World Demos
D47...World Demos
D48...World Demos
D49...World Demos
D50...World Demos
D51...World Demos
D52...World Demos
D53...World Demos
D54...World Demos
D55...World Demos
D56...World Demos
D57...World Demos
D58...World Demos
D59...World Demos
D60...World Demos
D61...World Demos
D62...World Demos
D63...World Demos
D64...World Demos
D65...World Demos
D66...World Demos
D67...World Demos
D68...World Demos
D69...World Demos
D70...World Demos
D71...World Demos
D72...World Demos
D73...World Demos
D74...World Demos
D75...World Demos
D76...World Demos
D77...World Demos
D78...World Demos
D79...World Demos
D80...World Demos
D81...World Demos
D82...World Demos
D83...World Demos
D84...World Demos
D85...World Demos
D86...World Demos
D87...World Demos
D88...World Demos
D89...World Demos
D90...World Demos
D91...World Demos
D92...World Demos
D93...World Demos
D94...World Demos
D95...World Demos
D96...World Demos
D97...World Demos
D98...World Demos
D99...World Demos
D100...World Demos

UTILITIES

U1...Games Music Creator
U2...The Comms Disk
U3...Modem Units
U4...Red Devils Units
U5...Soundtrack Special
U6...Paint,Music,Media
U7...Card Designer
U8...Red Devils Units
U9...Future Composer
U10...Kefrons Makebook
U11...P.E. Giant Units
U12...Label Designer
U13...Ultimate Icon Disk
U14...Jazz Bench
U15...Jazz Bench
U16...Jazz Bench
U17...Jazz Bench
U18...Jazz Bench
U19...Jazz Bench
U20...Jazz Bench
U21...Jazz Bench
U22...Jazz Bench
U23...Jazz Bench
U24...Jazz Bench
U25...Jazz Bench
U26...Jazz Bench
U27...Jazz Bench
U28...Jazz Bench
U29...Jazz Bench
U30...Jazz Bench
U31...Jazz Bench
U32...Jazz Bench
U33...Jazz Bench
U34...Jazz Bench
U35...Jazz Bench
U36...Jazz Bench
U37...Jazz Bench
U38...Jazz Bench
U39...Jazz Bench
U40...Jazz Bench
U41...Jazz Bench
U42...Jazz Bench
U43...Jazz Bench
U44...Jazz Bench
U45...Jazz Bench
U46...Jazz Bench
U47...Jazz Bench
U48...Jazz Bench
U49...Jazz Bench
U50...Jazz Bench
U51...Jazz Bench
U52...Jazz Bench
U53...Jazz Bench
U54...Jazz Bench
U55...Jazz Bench
U56...Jazz Bench
U57...Jazz Bench
U58...Jazz Bench
U59...Jazz Bench
U60...Jazz Bench
U61...Jazz Bench
U62...Jazz Bench
U63...Jazz Bench
U64...Jazz Bench
U65...Jazz Bench
U66...Jazz Bench
U67...Jazz Bench
U68...Jazz Bench
U69...Jazz Bench
U70...Jazz Bench
U71...Jazz Bench
U72...Jazz Bench
U73...Jazz Bench
U74...Jazz Bench
U75...Jazz Bench
U76...Jazz Bench
U77...Jazz Bench
U78...Jazz Bench
U79...Jazz Bench
U80...Jazz Bench
U81...Jazz Bench
U82...Jazz Bench
U83...Jazz Bench
U84...Jazz Bench
U85...Jazz Bench
U86...Jazz Bench
U87...Jazz Bench
U88...Jazz Bench
U89...Jazz Bench
U90...Jazz Bench
U91...Jazz Bench
U92...Jazz Bench
U93...Jazz Bench
U94...Jazz Bench
U95...Jazz Bench
U96...Jazz Bench
U97...Jazz Bench
U98...Jazz Bench
U99...Jazz Bench
U100...Jazz Bench

GAMES

G1...Return To Earth
G2...Games Comp 5
G3...Cross Fire
G4...Scum Haters
G5...Parachute Joust
G6...Francis Freddie
G7...Twintis
G8...Pseudo God
G9...Drip
G10...Bug Bash
G11...Asteroids
G12...L.L. Lamaton
G13...Escape From Jovi
G14...Moria Adventure
G15...Power Comp
G16...Megaball
G17...Various Adventures
G18...Battleforce
G19...Dragon Cave
G20...Rings Of Zon
G21...Mayhem
G22...Mechflight
G23...The Tennis Game
G24...S.E.U.C.K. Games
G25...Buck Rogers
G26...Greyslayer
G27...Mega Comp 1
G28...Star Trek 1 (2)
G29...Star Trek 2 (3)
G30...Star Trek 3 (3)
G31...Mechforce 2
G32...Clondyke
G33...Car
G34...G.U.C.K. Games
G35...Sacc Games Comp
G36...Games Comp 3
G37...Rays Games Disk
G38...Games Comp 4
G39...Games Comp 6
G40...Trucking (2)
G41...Jepack
G42...Quick And Silva
G43...Mimiblast
G44...Lamer Game
G45...Games Comp 7
G46...Games Comp 8
G47...Pom Pom Gunner
G48...Caverunner
G49...Castle Caverns
G50...Intact
G51...Eternal Rome
G52...Lemmingsoids
G53...Downhill Challenge
G54...Lame ST Ports
G55...Paradise
G56...Puggles
G57...Dennis Death
G58...Pete's Treasure
G59...Serene 2
G60...Castles
G61...Dynamite Dick
G62...Card Games 1
G63...Wizzy's Quest
G64...Growth
G65...Attic Ate
G66...Napoleonic Sim
G67...Project 1
G68...Lazer Zone
G69...Lemmings Pack
G70...Star Trek S.E.U.P.
G71...Lettix
G72...Matched Pairs
G73...Snatch Pit
G74...Zeus
G75...Blizzard
G76...The Maze Game
G77...Subculture
G78...Hollywood Trivia
G79...Shootout
G80...Holy Grail Adventure
G81...Amos Cindrop
G82...Classic Comp 1
G83...Card Games 2
G84...Super Skoda
G85...Grand Prix Sim
G86...Computer Conflict 2
G87...Mission X Raid 2
G88...NU Game
G89...Tricky & The Turn
G90...Marble Slide
G91...Games Comp 10
G92...Black Jack Lab
G93...Dungeon Of Madrox
G94...Amiga Columns
G95...Robocop In Iraq
G96...Mutant Carnell
G97...Warlock (3)
G98...Bart Simpson
G99...Air Ace 2
G100...Breakout On Kit
G101...Pipeline
G102...Dung Of Doridian
G103...Peters Quest
G104...Star Trek 3
G105...Piperider
G106...Door To Door
G107...Solid Quad
G108...Omega Race
G109...Mission X Raid 3
G110...Trek 73
G111...Wack In Wonderland
G112...Address Revenge
G113...Sky Fight
G114...Wet Beaver
G115...Airmania
G116...Wizard World
G117...Totally Fantastic Quiz
G118...Chess V2.0
G119...Smash Telly
G120...Billy The Dragon
G121...Ching
G122...Music Engine V3.4
G123...TomCat
G124...Sea Lance
G125...Dizzy Diamonds

SLIDES

S1...Ham Pies Show 1
S2...Madonna slides
S3...Moviestar slides
S4...Party Disaster
S5...Immaculate Collection
S6...Simmons Slides
S7...Channel 4 (2)
S8...Bruce Lee Slides
S9...Adams Family
S10...Viz Mag Slides
S11...Docklands Jarre
S12...Dr Who Demo
S13...Nasa Slides
S14...WWF Slides (3)
S15...Demons Slides
S16...Total Recall
S17...Joe's Slides
S18...Ham Pies Show 2
S19...Neighbours Slides
S20...Roger Dean slides
S21...Iron Maiden Slides
S22...Tobias Richter (2)
S23...Basket case 2
S24...Excess Slides
S25...Falcon Devine 2
S26...Falcon Devine 1
S27...Falcon Devine 3
S28...Falcon Devine 4
S29...Falcon Devine 5
S30...Falcon Devine 6
S31...Falcon Devine 7
S32...Falcon Devine 8
S33...Falcon Devine 9
S34...Falcon Devine 10
S35...Falcon Devine 11
S36...Falcon Devine 12
S37...Falcon Devine 13
S38...Falcon Devine 14
S39...Falcon Devine 15
S40...Falcon Devine 16
S41...Falcon Devine 17
S42...Falcon Devine 18
S43...Falcon Devine 19
S44...Falcon Devine 20
S45...Falcon Devine 21
S46...Falcon Devine 22
S47...Falcon Devine 23
S48...Falcon Devine 24
S49...Falcon Devine 25
S50...Falcon Devine 26
S51...Falcon Devine 27
S52...Falcon Devine 28
S53...Falcon Devine 29
S54...Falcon Devine 30
S55...Falcon Devine 31
S56...Falcon Devine 32
S57...Falcon Devine 33
S58...Falcon Devine 34
S59...Falcon Devine 35
S60...Falcon Devine 36
S61...Falcon Devine 37
S62...Falcon Devine 38
S63...Falcon Devine 39
S64...Falcon Devine 40
S65...Falcon Devine 41
S66...Falcon Devine 42
S67...Falcon Devine 43
S68...Falcon Devine 44
S69...Falcon Devine 45
S70...Falcon Devine 46
S71...Falcon Devine 47
S72...Falcon Devine 48
S73...Falcon Devine 49
S74...Falcon Devine 50
S75...Falcon Devine 51
S76...Falcon Devine 52
S77...Falcon Devine 53
S78...Falcon Devine 54
S79...Falcon Devine 55
S80...Falcon Devine 56
S81...Falcon Devine 57
S82...Falcon Devine 58
S83...Falcon Devine 59
S84...Falcon Devine 60
S85...Falcon Devine 61
S86...Falcon Devine 62
S87...Falcon Devine 63
S88...Falcon Devine 64
S89...Falcon Devine 65
S90...Falcon Devine 66
S91...Falcon Devine 67
S92...Falcon Devine 68
S93...Falcon Devine 69
S94...Falcon Devine 70
S95...Falcon Devine 71
S96...Falcon Devine 72
S97...Falcon Devine 73
S98...Falcon Devine 74
S99...Falcon Devine 75
S100...Falcon Devine 76

UNBELIEVABLE GIVEAWAY

1. BUY 10 PD DISKS & GET A FREE 10 CAP BOX WORTH £1.99
2. BUY 15 PD DISKS & GET A FREE MOUSE HOUSE WORTH £2.50
3. BUY 20 PD DISKS & GET A FREE MOUSE MAT WORTH £2.99
4. BUY 25 PD DISKS & GET A FREE DUST COVER WORTH £3.99*
5. BUY 35 PD DISKS & GET A FREE JOYSTICK WORTH £6.99
6. BUY 50 PD DISKS & GET 10 FREE PD DISKS WORTH £9.90

*DUST COVERS TO FIT A500/A600 & A1200 ONLY. ONLY 1 FREE GIFT PER ORDER



ANIMS

A1...Probe Sequence
A2...Ghost Pool
A3...Jogger & Magician 1
A4...Gymnast Demo
A5...Fractal Flight
A6...Basketball Demo
A7...Shuttlecock Anim
A8...T-Pot Anim
A9...Fleet Manoeuvre
A10...Billiard Anim
A11...Luxor Teenager
A12...Juggler Demo
A13...Cool Cougar
A14...Moby Cycle Anim
A15...Robocop Anim
A16...Mayhem On Wheels
A17...Jugette 2
A18...Shuttlecock Anim
A19...T-Pot Anim
A20...Fleet Manoeuvre
A21...Billiard Anim
A22...Prise Leaves Dock
A23...Stardust 2 Anim
A24...Star Trek Anim
A25...Fraxion revenge
A26...Madonna Anim
A27...Stealthy Anim 2
A28...Raiders Of The Lark
A29...Bugs Bunny Show
A30...Iraq '93 UK Anim
A31...Mike Tyson Anim
A32...Walker 2
A33...Walker 3
A34...Light Cycle (2)
A35...Exploding Head
A36...Police Car Chase
A37...Top Gun Demo
A38...Adventures Demo
A39...5 Ways To Kill a Mole
A40...Another 5 Ways
A41...Batman The movie
A42...3D Spaceship
A43...Mr Potato Head
A44...Low Level Flight
A45...Amy's Walker
A46...Real Pinball Anim
A47...Porky Pig Anim
A48...Adventure Of Chuck
A49...T-Pot (Overdrive) (2)
A50...Shuttlecock Anim
A51...Ghostbusters & Horse
A52...Alarm Anim
A53...Flight Anim
A54...Piano Anim
A55...Dart Anim
A56...Bad Bird Anim
A57...Holiday Anim
A58...Fillet The Fish
A59...Miners Anim
A60...Pocket Watch Anim
A61...The Movies 2 (4)
A62...My TinToy
A63...T-Pot 2 Anim
A64...Terminator 3
A65...Dolphin Dreams
A66...Thunderbirds (2)
A67...History of Amy
A68...Pogo Anim (2 Meg)

EDUCATION

E1...Education Pack 1
E2...Education Pack 2
E3...Education Pack 3
E4...Education Pack 4
E5...Education Pack 5
E6...Education Pack 6
E7...Education Pack 7
E8...Education Pack 8
E9...Math Drill
E10...Amiga Function Com
E11...Simon Says + Maths
E12...Storyland 2
E13...Colour It
E14...Colour The Alphabet
E15...D.T.P. For Children
E16...Algebra
E17...Amisogram
E18...Animal Land
E19...Animal Sounds
E20...Military War Sounds
E21...Vehicles Sounds
E22...Read & Learn 1 (2)
E23...Junior Maths

BOULDERDASH

COLLECTOR 1-8
10 DISKS PER PACK FULL OF
ROCKFORD STYLE GAMES.
COLLECT THE DIAMONDS
WATCH OUT FOR THE ROCKS.
8 PACKS ALL
£10.50 ea pack

CLR LICENCEWARE

CLR1 DINOSAURS Learn all about certain types of Dinosaurs like T-Rex, Triceratops and Stegosaurus. 1 disk £3.50.
CLR2 GEOLOGY Want to know all about the Volcanos and their substances then try this. 1 disk £3.50.
CLR3 SOLAR SYSTEM Learn more about the Solar system with info on Planets etc with pictures. 1 disk £4.99.
CLR4 COLOURING PAD A unique colouring book to keep the kids amused for hours. 1 disk £3.50.
CLR5 A CHORD LEARN to play the guitar by listening to nearly every single chord available. 1 disk £3.50.
CLR6 MATRIS INSTRUCTOR Get through the QCE's with this Maths Institute. Try. Quadratic, Area etc. 1 disk £3.50.
CLR7 FRESHWATER FISHING Find out what you can about fishing? Try this. 1 disk £4.50.
CLR8 NIGHT SKY Look at the stars, planets etc from anywhere and click on an object for info. 1 disk £3.50.
CLR9 WORDS - LADDER A word spelling game for 1 or 2 players. 1 disk £3.50.
CLR10 BASICALLY AMERICA Get to grips with the USA. 1 disk £4.99.
CLR11 LETS LEARN V1 Learn sums, times tables etc on this learning aid. Age range from 5-7. 1 disk £3.50.
CLR12 FRABIT TEACH Try to spell what you see on the screen. 1 disk £3.50.
CLR13 HOME BREW With recipes to instructions on fermenting etc. Learn how to make home made wine. 1 disk £3.50.
CLR14 ECOLOGY Learn more about ecology with this brilliant program. 1 disk £4.99.
CLR15 FAST FIRST Learn scales on the guitar and become as good as the best (with sound). 1 disk £3.50.
CLR16 RINGS AND QUEENS Find out all the Monarchy's history with this program (with pictures). 1 disk £4.50.
CLR17 THINGAMAJIG Bill puzzle type education program. 1 disk £3.50.
CLR18 WORK AND PLAY 3 educational programs for children learn easily. 1 disk £3.50.
CLR19 PLAY IT SAFE This will teach children what safety is inside and outside. 1 disk £3.50.
CLR20 BIG TOP FUN Another 4 programs to help the children learn. 1 disk £3.50.
CLR21 JIGMANIA 2 Jigsaw type educational program on this disk. 1 disk £3.50.
CLR22 CHESS TEACHER Learn how to play chess the easy way with this teaching aid. 1 disk £3.50.
CLR23 MIND YOUR LANGUAGE Like a dictionary this explains word meanings but simplified. 1 disk £3.50.
CLR24 SPEED READING Learn the art of reading if you have problems. 3 disks £4.99.
CLR25 CHORD CHORD V1 Learn how to play different chords on the piano. 1 disk £3.50.
CLR26 SNAP Match subroutines with the colour pictures on screen. Age 3+. 1 disk £3.50.
CLR27 CAT.T A complete Tact card translator for the physics among us. 1 disk £4.99.
CLR28 RUN WITH CURBYS 8 programs to help the children learn with fun. 1 disk £3.50.
CLR29 PREHISTORIC FUN Learn about the dinosaurs with 4 great games. 1 disk £3.50.
CLR30 PEG A PICTURE Draw pictures with other pegs or shapes, excellent for children. 1 disk £3.50.
CLR31 MIXERS & MIXERS 1 Having problems learning AMOS, not anywhere with this program. 2 disks £4.99.
CLR32 MIXERS & MIXERS 2 Having problems learning AMOS, not anywhere with this program. 2 disks £4.99.
CLR33 YOUR FIRST PONG What to look for and how to look after your first pony book. 1 disk £3.50.
CLR34 T-SOLAR SYSTEM 2 Sequel to set 1, superb 3 disks £4.99.
CLR35 THE TIME MACHINE Teaches kids to tell time. 2 disks £3.50.
CLR36 DISCOVERY AMERICA Learn all about the states of the USA. 1 disk £3.50.
CLR37 WORD INVENTIONS Learn how to use the word inventions, this picture book with inventions since 1700. 2 disks £4.50.
CLR38 MY LITTLE ARTIST Super colouring book for the children with pictures for discoloured ones as well. 1 meg chip card. 2 disks £4.50.

CLR39 VIDEO TITLER Make your videos look professional, scrollers etc. 1 disk £3.50.
CLR40 VIDEO INDEXER A full database of the Fred Fish library. 1 disk £3.50.
CLR41 TYPING TUTOR Typing can be no longer a problem with this. 1 disk £3.50.
CLR42 A-SHAPES Create the shapes and the graphics with ease. 1 disk £3.50.
CLR43 SNAKE MAKER Make snakes to suit you. 1 disk £3.50.
CLR44 PHILIP An easy to use but powerful database system. 1 disk £3.50.
CLR45 WORD POWER Solve the crossword puzzles. 2 disks £4.50.
CLR46 POWER ACCOUNTS Keep accounts of your expenditure with password protect. 1 disk £3.50.
CLR47 CALC V1.3 An excellent spreadsheet for those cross calculations. 1 disk £3.50.
CLR48 VIRTUAL WINDOWS 1 A collection of utilities like address book, notepad, software etc etc. 1 disk £3.50.
CLR49 BATES Easy to use yet very powerful database. 1 disk £3.50.
CLR50 STOCK CONTROLLER Keep up to date with your stock market. 1 disk £3.50.
CLR51 EPOCH Very powerful calendar utility. 1 disk £3.50.
CLR52 CROSS STITCH Useful needlework utility. 1 disk £3.50.
CLR53 17 FONTS Different fonts for use on a C10 Printer. 1 disk £3.50.
CLR54 18 FONTS Different fonts for use on a C10 Printer. 1 disk £3.50.
CLR55 19 FONTS Different fonts for use on a C10 Printer. 1 disk £3.50.
CLR56 20 FONTS Different fonts for use on a C10 Printer. 1 disk £3.50.
CLR57 INVOICE MASTER Sort your invoices out easily with this one. 1 disk £3.50.
CLR58 BUBBLE 11 A hard drive making game for 2 players. 1 disk £3.50.
CLR59 A-LANDSHIPS Amiga breaks for use with paint packages. 1 disk £3.50.
CLR60 RED LIPS ANIMATIONS More amibros for paint packages. 1 disk £3.50.
CLR61 STAR FIGHTER ANIMATIONS Even more amibros for paint packages. 2 disks £4.50.
CLR62 STAR VOYAGER ANIMATIONS Yet more amibros for paint packages. 3 disks £4.99.
CLR63 IMAGEBASE A very powerful image database to store pictures text and sound. 1 disk £3.50.

ACCESSORIES

MOUSE HOUSE.....£2.50
MOUSE MAT.....£2.80
AMIGA MOUSE.....£14.99
10 CAP BOX.....£1.99
A500 COVER.....£3.99
A600 COVER.....£3.99
A1200 COVER.....£3.99
3.5" DSD DISKS.....£0.69
MONITOR STAND.....£10.99

ASSASSINS

RAVE & TECHNO PACK 1
ORDER NO: P01
DANCE IN STYLE WITH ALL
THE LATEST RAVE & TECHNO
SOUNDS ON THE AMIGA
10 DISKS FOR ONLY £10.50 + P&P
RAVE & TECHNO PACK 2
ORDER NO: P011
YET MORE OF YOUR
FAVOURITE DANCE TRACKS
TO KEEP YOU HAVING
10 DISKS FOR ONLY £10.50 + P&P
EDUCATION PACK
ORDER NO: P02
LEARN LANGUAGES, PLAY GAMES,
WATCH MOVIES, PAINT PICTURES
ETC. AGE RANGE 5-ADULT
15 DISKS FOR ONLY £15.50 + P&P
CLIP ART PACK
ORDER NO: P03
WITH 100s OF PICTURES TO CHOOSE
FROM THIS IS A MUST FOR ALL YOU
D-PAINT AND DTP ENTHUSIASTS
15 DISKS FOR ONLY £15.50 + P&P
BUSINESS PACK 1
ORDER NO: P04
WHETHER IT'S JUST TYPING A LETTER
OR KEEPING A RECORD OF YOUR
FINANCES THIS IS A DEFINITE MUST
10 DISKS FOR ONLY £10.50 + P&P
BUSINESS PACK 2
ORDER NO: P010
EVEN MORE UTILITIES TO
KEEP YOUR RECORDS
RUNNING SMOOTH
10 DISKS FOR ONLY £10.50 + P&P
STAR TREK PACK
ORDER NO: P08
THIS IS FOR ALL YOU STAR TREK
FANS. CONTAINS STAR TREK GAMES
1 & 2 - OTHER ANIMATIONS ETC.
10 DISKS FOR ONLY £10.50 + P&P
CARD GAMES PACK
ORDER NO: P09
CAN'T FIND THOSE CARDS, FEAR NOT,
ALL YOUR FAVOURITE CARD GAMES
ARE AT HAND IN THIS PACK
10 DISKS FOR ONLY £10.50 + P&P
SPECTRUM EMULATOR
ORDER NO: P07
THE NEW 17 EMULATOR WITH
FOUR GAMES DISKS, 66 GAMES
IN ALL, A MUST FOR ANY COLLECTION
5 DISKS FOR ONLY £6.25 + P&P
ASSASSINS PACKS
£1.60 EACH
10 DISKS.....£10.50+p&p
30 DISKS.....£28.50+p&p
40 DISKS.....£34.50+p&p
54 DISKS.....£43.50+p&p
70 DISKS.....£58.00+p&p
ALL 116.....£95.00+p&p
DON'T FORGET TO CLAIM YOUR FREE GIFT
- WHILE STOCKS LAST

HOW TO ORDER

All you need to do is put the numbers of the disks required and send it to the address below along with a cheque or PO made payable to DISCOVERY
Please don't forget to include the correct postage to ensure speedy delivery
PRICES
PUBLIC DOMAIN POSTAGE
1-9.....£1.50 each Europe PD.....60p
10-19.....£1.25 each Accessories.....50p
20+.....£0.99 each World PD.....£1.50
Accessories.....£1.90
WOT NO SWITCH NO

A1200
DEGRADER
NOW IN ONLY
£1.50 each
MOST DISKS
WILL WORK
NOW

SEND
YOUR
ORDER TO...

WE ACCEPT ALL MAJOR CREDIT CARDS

DISCOVERY, DEPT AA, 108 THE AVENUE, CLAYTON, BRADFORD, W YORKS BD14 6SJ

work in progress

HEIMDALL 2

WHY DO ANOTHER THEN?

From the city of steel comes the all new Norseman. Helmets on – Heimdall 2 is here...

part 1

BY: PAUL ROUNDELL



ABOVE: Improved graphics now include a 'walk behind' feature for added depth.

BELOW: Island hopping. Not your average Nordic pastime, but very important nonetheless.

If asked to name a decent isometric adventure on the Amiga, almost anyone who knows anything would come up with Heimdall. The Core Design Nordic fantasy sold like beer in a desert, it's gameplay and graphics appealing to more than just the usual limited audience, and to this day it rests high in the coveted Superleagues, the Amiga Action hall of fame.

Ask The 8th Day the same question however, and they look quizzically at each other. In true self-deprecating fashion, Ged Keaveney, Jerr O'Carroll and Dave Keogh are very scathing of their first collective effort, and in case my ambiguous prose has left you in any doubt, that original effort was of course Heimdall.

Ged and Jerr first met each other about four years ago when they were programming for that other Sheffield outfit, Gremlin, working on Lilit Divil of all things, and were part of the Core exodus at that time. Dave, a former dead serious IBM programmer, was introduced "through a friend of a friend", and lo and



behold – The 8th Day was born.

All this business about not really liking the game – it isn't serious. Not really. I don't think. It's just that, well, they could have done so much more...

"The first time, we didn't really know what we were doing," offered graphic artist Jerr. "It worked okay, but you look back at it now and it's like, we could have done this, we could have done that.

We've already seen things in Heimdall 2 that, with hindsight, we could have done differently. We're already looking forward to number three!"

"It's like this now," adds programmer Ged, motioning towards the monitor screen where, unlike the original, the action – as far as it goes for the moment – is unfolding on two levels.

"There is one extra level of play, but it turns out that we could have had twenty, or however many we wanted. I wasn't sure about what kind of problems it would cause at the time though...

"We've redone the whole system," he continues. "In the original, items disappeared from the game altogether once they were dropped. Now they can be left around to pick up later, providing the baddies don't pick them up first. We have tried to get as much in as possible, and that's where the

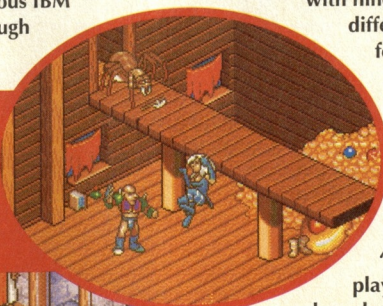


multi-level thing comes in." "In the first game," butts in Jerr, "you walk into a room, you see a baddy, and you kill it, then walk down these huge long corridors for no reason whatsoever. Hopefully now, at every stage you are doing something, somewhere – it makes it that much more exciting."

Ged's back: "We've got more intelligent characters now, whereas in the first game, if it moved you killed it. There are a lot of puzzles that don't rely just on brute force. Although the brute force is still there. In terms of rooms, the game is actually smaller than the original, but gameplay-wise there is a lot more in it."

Despite the relatively serious nature of the game (Ever met anyone who giggled along to tales of Norse mythology?), the team are determined that an element of humour should run throughout. Jerr believes this is very important, "It is a game after all. If you take it too seriously then – I don't know – it just kind of loses something."

Quite what Heimdall 2 might have lost, how the all new combat system shapes up, why Jerr's little dog is called Susie when the other is named after a motorbike, and, no doubt, various other things, will be revealed next month, when hopefully another slap up lunch at the "pub with wigwags in it" will be on the cards.



RIGHT: More levels of play and an overall brighter graphical feel are in evidence.

BELOW: Less brute force and more cerebral puzzle-solving skills are the order of the day. Violence still features highly...



PD in profile

The PD games have been quite literally flooding in this month. So much so in fact that Neil has been able to sculpt his very own EC PD mountain.



▼ **ORK ATTACK:** The King of the Orks also moonlights as a member of The Levellers.

■ **Ork Attack:** 17 Bit Software: Disk No. 2838.

Might as well start with one of the best of this month's crop and Ork Attack most definitely fits that description very nicely. The action takes place in a sort of medieval fantasy land which is under attack from a bunch of ugly green warty things (the Orks of the title), and the only hope seems to be the intervention of a knight in shining armour. You are that knight and with the help of your trusty squire you have foolishly taken it upon yourself to rid the land of the unwelcome intruders that are causing a few problems.

Standing at the top of the local castle walls you will come under attack from an army of scaling invaders (presumably with suction cups on their hands and knees). A Dave Nice sample sets the tone – "Let's rock!" and that's 'quite literally' what you have to do. Dropping rocks on the Orks' heads



◀ **ORK ATTACK:** Not for the faint hearted this one. Dismembered arms and legs are included gratis.

leaves an extremely gory mess on the castle walls, and when you are captured you'll know what it's like to be hung drawn and quartered. Excellent music and graphics throughout and just the right level of tastelessness has been added.

■ **Beetle:** 17 Bit Software: Disk No. 2803.

Not a driving game involving a much loved make of German motoring craftsmanship, but a platformer making use of a character which looks more like a Space Hopper than an insect. The idea is to reach the top of the garden wall in under 40 minutes, thereby beating the dastardly green beetle to the title of "fastest wall climber in the garden" I presume.

There are one hundred levels of platforming to contend with first, and not surprisingly there's all the usual baddies, power-ups, bonus lives and the like to be had on the way there. Better PD platformers do exist, but Beetle isn't a bad effort on the whole.

■ **Ice Runner: Magnetic Fields:** Disk No. GA 141.

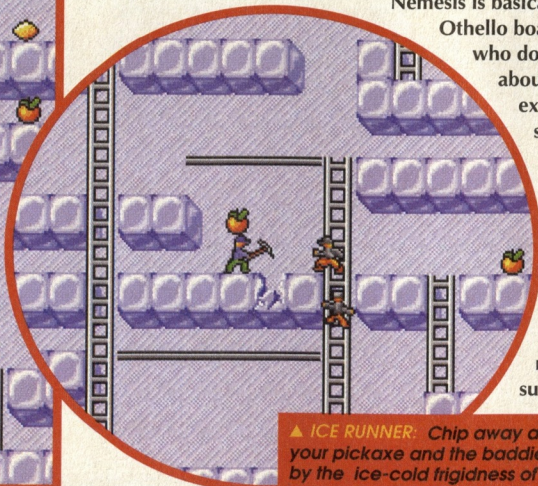
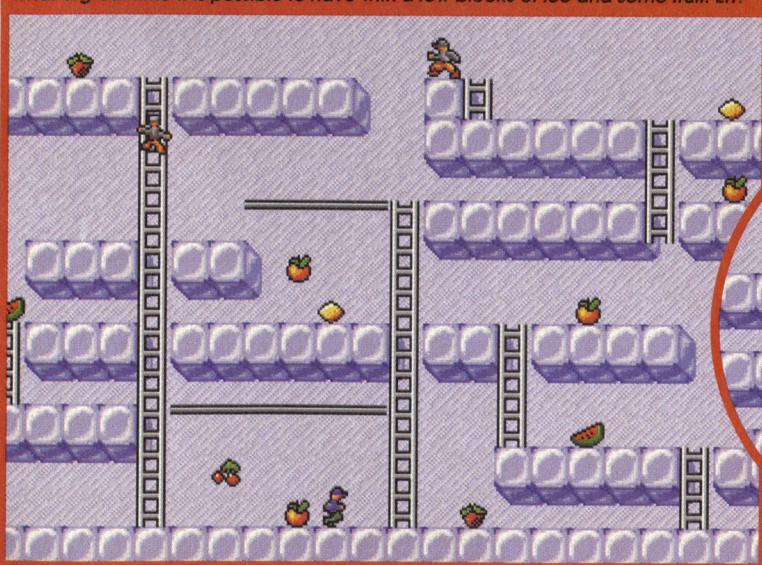
More platform fun as you take to the blocks and ladders armed only with your best running shoes and a sharp-pointed pickaxe. Run around the screen collecting the fruit and avoiding the baddies and success will come your way. If you're feeling in a particularly vindictive mood you can even chip away at the ice with your pickaxe in the hope that the hapless baddies will fall into your less than hidden pitfall. More often than not they will oblige, and then the only disappointment is the fact that you can't have a go at them with your weapon while they dangle helplessly beneath you. I seem to be in a bit of a strange and violent mood at the moment, brought on no doubt by playing Ork Attack for the best part of an hour this morning.

■ **Nemesis:** 17 Bit Software: Disk No. 2811.

Nemesis is basically a variation on the classic Othello board game theme. Those of you who don't know what I'm talking about will no doubt require an explanation of the ancient art, so here goes.

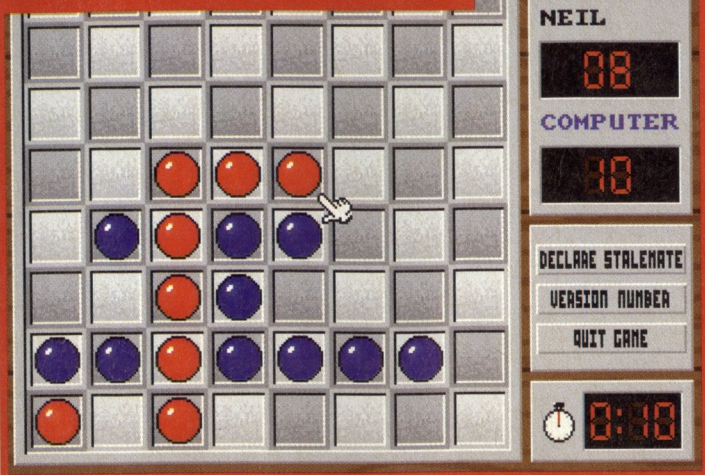
Each of the two players are represented by a set of different coloured counters, in this case red and blue, and turns are taken in placing one counter at a time on the squares on the board. When a counter (or row of counters) is surrounded on two sides by the

▼ **ICE RUNNER:** A platform game with a freezing theme, just the thing to show us what a great time it is possible to have with a few blocks of ice and some fruit. Eh?



▲ **ICE RUNNER:** Chip away at the blocks of ice with your pickaxe and the baddies will become trapped by the ice-cold tridgidity of it all.

▼ **NEMESIS:** Despite my feeble attempt at explaining the art of Nemesis to you, you should get some sort of idea from this particularly aesthetic screenshot.



counters of his opponent, then the trapped counters turn to the colour of the opponent.

It's a bit confusing to describe, and I'm convinced that I've just made a terrible mess of it, but it's a bit like that sad day-time TV quiz show "Turnabout" without the word game thrown in. If your head isn't spinning by now then I'm sure it will be during a game of Nemesis. Mind you, you'll feel downright nauseous after watching an episode of "Turnabout", but that's for entirely different reasons.

■ **Operation Firestorm: 17 Bit Software: Disk No. 2837.**

Upon loading Operation Firestorm I was completely bowled over by the graphical representation. "Blimey!" I thought. "Is this really a PD game?". Well, I'm glad to say that indeed it is. Commando style shoot'em-ups are ten a penny, but I can honestly say that there are none of this quality on PD.

It's obvious that months and months of programming have gone into the preparation of Operation Firestorm and I'm frankly gobsmacked by the sheer professionalism of it all. It wouldn't be stretching things too far to say that some major

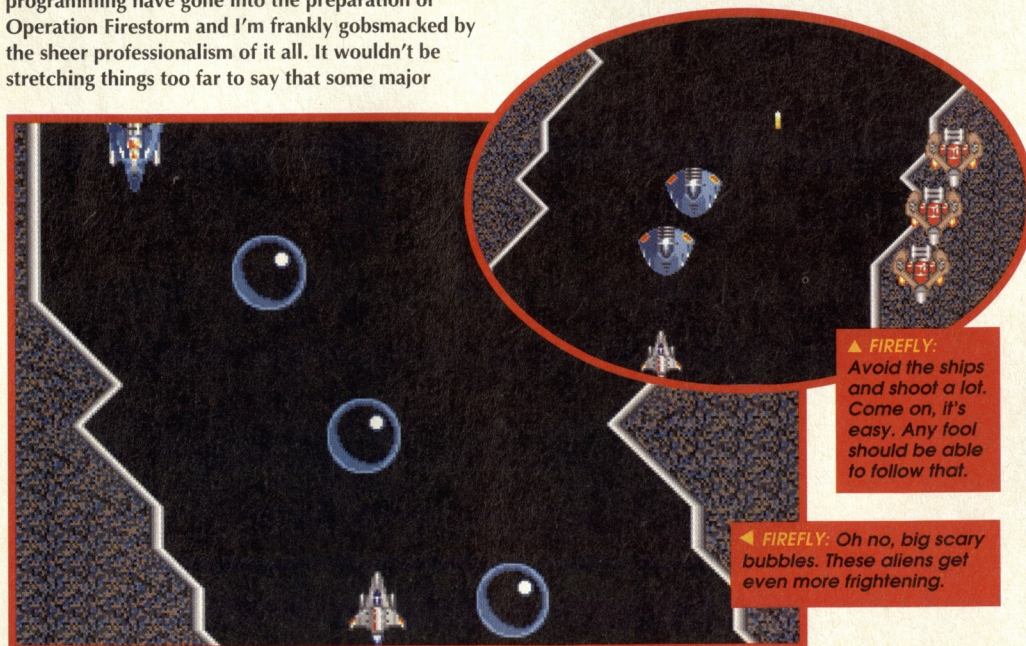


▼ **OPERATION FIRESTORM:** So then Mr. Muscles, let's see you get out of this one with all your limbs intact. Ha Ha!

software house budget releases have not been up to this standard. This month's pick of the bunch by a very long way indeed. Need I say more?

■ **Firefly: Magnetic Fields: Disk No. GA095.**

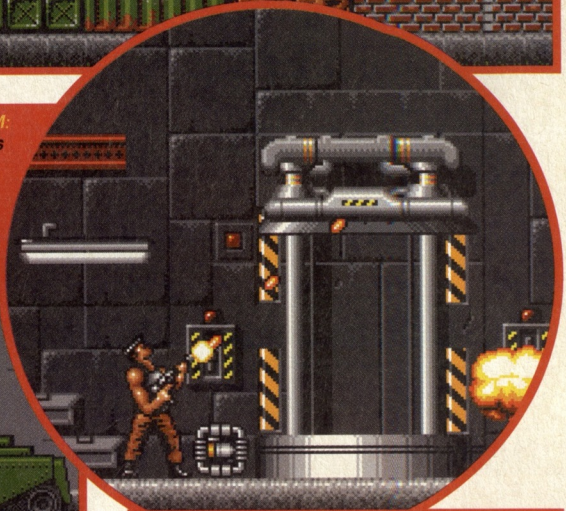
Roll up roll up for a shoot'em-up. Let's face it, the



▲ **FIREFLY:** Avoid the ships and shoot a lot. Come on, it's easy. Any fool should be able to follow that.

◀ **FIREFLY:** Oh no, big scary bubbles. These aliens get even more frightening.

▲ **OPERATION FIRESTORM:** Wearing a string vest and shooting missiles from your machine gun seem to be the main requirements for an on-screen hero these days.



▲ **OPERATION FIRESTORM:** Okay, so you destroyed the tank single-handed. Well let's see you tackle this hungry metal press then.

PD section wouldn't be the same without a bit of a gratuitous joystick frenzy, and Firefly scratches this month's itch in no uncertain fashion. The space scene scrolls vertically downwards towards your ship, and all you have to do is shoot and/or avoid whatever is thrown in your general direction. Enemy spaceships, missiles, asteroids, force fields, they should all be meat and drink to a battle hardened gamer.

If you want you can even pretend that you're Luke Skywalker or Han Solo or somebody like that, shooting your way through space to save a fabulously beautiful princess, or even Carrie Fisher. If the men in the white coats come round with a funny looking jacket for you to wear, then just tell them that you've got to meet Yoda in a smelly swamp on a far-off planet. I'm sure you'll have no more problems after that, and you'll

CONTACTS

Magnetic Fields.
P.O. Box 118, Preston, Lancashire. PR2 2AW
0772 881190

17 Bit Software,
1st Floor Offices, 2/8 Market Street,
Wakefield, West Yorkshire WF1 1DH
0924 366982

the official

AMIGA ACTION

You've got Christmas cash in your pocket, a list as long as Mr. Tickle's arm and you don't know where to turn. But now you've bought Amiga Action, so give a big round of applause if you will, for our guide to the best games of 1993.

BY: STEVE McNALLY



BRUTAL SPORTS FOOTBALL (Millennium)

Millennium's alternative future sport was a big hit with just about everyone on the Amiga Action team, with everyone seizing the opportunity to smash Paul's face in – on the screen

you understand. Anyone who fancies something a little different, not to mention more aggressive than the usual Sensible Soccer antics, can't miss with this.

GOAL! (Virgin)

It's no secret that there are

no big fans of Kick Off 2 here anymore, but Dino Dini's follow-up is a different story entirely. Offering an excellent mix of fast action and playability Goal! is by far the best footy simulation released in the last twelve months. Admittedly not as good as Sensible Soccer 1.1 but good for a kickabout nonetheless.



THE SETTLERS (Kompart)

It's unusual for Neil to take pleasure in cerebral pursuits, so when he sat down and played Kompart's build'em-up for about eight hours without a break, we knew it had to be something out of the ordinary. Few games come close to this in terms of mixing an element of brain power with sheer addictiveness and we all think it's grand...

SOCCER KID (Krisalis)

With the exception of Flashback, Soccer Kid is definitely top of the pile in what has been a poor year for platform fans.

Fortunately for Krisalis they managed to get this out before England's most unfortunate exit from the World Cup and should have benefited from the euphoria that surrounded our sadly unsuccessful qualification attempt.



"It's an absolute masterpiece from start to finish, and to say otherwise would be a travesty..."

AA49 - Soccer Kid



JURASSIC PARK (Ocean)

The most successful film of all time was turned into the most successful film licence of all time, in terms of quality anyway. This huge, sprawling arcade adventure was without a doubt the biggest surprise of the year, forcing all those doubters who said it couldn't be good to eat their ill chosen words.



1993 TOP 20

SPACE HULK (Electronic Arts)

Electronic Arts' moody space role-player is one of my favourite games this year. The variety of missions is more than enough to keep even the most hardened player busy for months, and as far as generating an atmosphere goes, Space Hulk will have you positively squirming in your seat with the tension.



GRAHAM GOOCH'S WORLD CLASS CRICKET (Audiogenic)

Some of the more observant among you may be wondering how this has got to be in such a prestigious position when it only received a meagre 50 odd per cent in the review? The reason is it is one of the few occasions when a member of the team has had completely polarised views to the rest of us. A really top game.



MORTAL KOMBAT (Virgin)

Certainly the king of the beat 'em-ups in the eyes of.. well, just about everybody.

The antics of Rayden, Johnny Cage and Liu Kang may well be excessively violent but who cares? It's only a game after all. Once you've bought it, all that's left to do is sit back, relax and rip some poor unfortunate's head off.



SKIDMARKS (Acid Software)

Without doubt currently the office fave, this overhead racing sim is quite possibly the best racing game yet. It is certainly the most addictive. It sneaks its way into our chart at the very last minute, knocking out Lemmings 2 which was hanging on precariously at number 20. Many rodent fans will be disappointed, but the quality of games this year has just been too high to allow a simple reworking a place.



THE CHAOS ENGINE (Renegade)

The Bitmap Brothers have hit top form once again with what was their best

release in a long while. More than just a shoot 'em-up, this incorporated several original features, the most notable of which was a very clever system of artificial intelligence for non-player characters. Played against the backdrop of a thumpingly hard techno soundtrack this rates as one of the office favourites.



▶ the official AMIGA ACTION 1993 TOP 20



ALIEN BREED II (Team 17)

Didn't like the first one, don't particularly like this one either. Still, everyone else seems to think it's great so it shows what I know. This is apparently an enhancement over the first in every department. Better graphics, better sound and a much tougher challenge add up to what I am told is an excellent example of the shoot 'em-up genre.



DESERT STRIKE (Electronic Arts)

This had it all. Even though it had appeared on the console formats a good while before the Amiga version reared its head, EA surprised us all by actually improving on earlier incarnations. This is quality through and through and is a poke in the eye for anyone who doubts the Amiga's ability. Oh, it's a shoot 'em-up by the way, as if you didn't know.



GUNSHIP 2000 (MicroProse)

Flight sims are thin on the ground these days with most of the developers flying south to the supposedly sunnier climes of the PC. Good old MicroProse haven't abandoned us though and throughout the year have consistently produced top quality software. This is most definitely their finest hour.

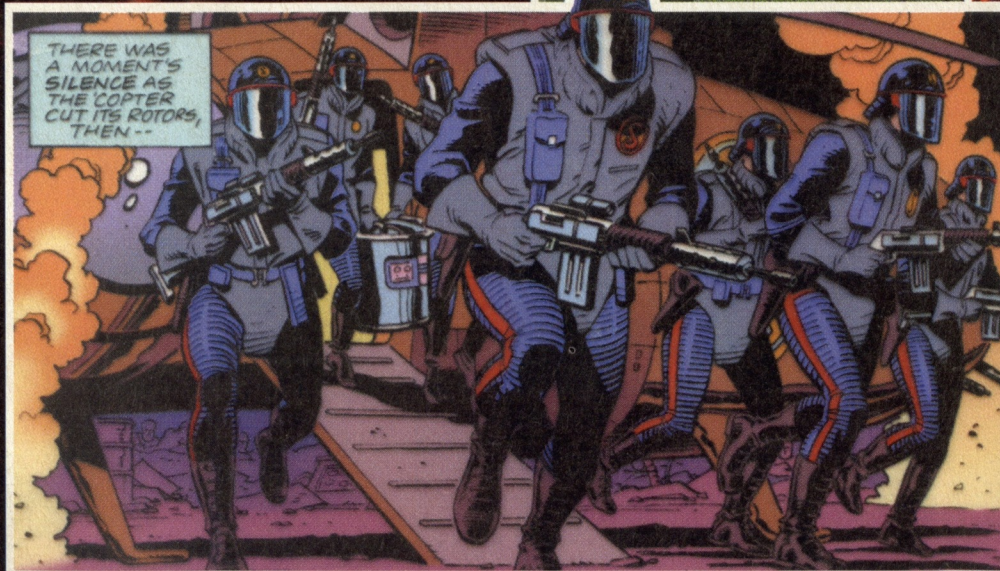


"...should rightly become hailed as the new king of the adventures"

AA52 - Beneath A Steel Sky

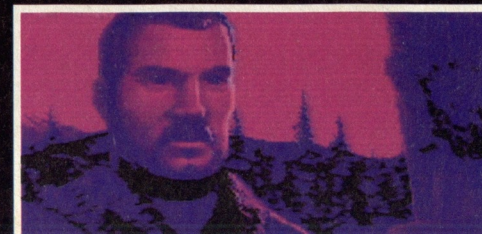
BENEATH A STEEL SKY (Virgin)

It's not unfair to say that most people assume that if an adventure game is decent it will have come from America. Not in this case. The second best Amiga adventure this year comes from Hull of all places. Revolution certainly hit the mark with their twisting tale of an innocent man on the run from the authorities of the future.



LIBERATION (Mindscape)

The long awaited sequel to Tony Crowther's epic Captive caused more than a ripple when it thundered it's way onto the Amiga scene. The biggest shock of all though was that it came on the CD32. Owners of the new wonder machine should have no hesitation in getting hold of this highly sophisticated role-player.



THE TOP FIVE



INDIANA JONES AND THE FATE OF ATLANTIS (US Gold)

I may be wrong but I think this was Lucasfilm's last effort on the Amiga, and it was far and away the best. If they can achieve this sort of quality once, they could do it again and it really does mystify me as to why the supply dried up.

Arriving towards the beginning of the year, this was the first Indiana Jones game not to be based on a motion picture and saw our hero valiantly trying to discover the whereabouts of the legendary Lost Kingdom. Fantastic graphics, a magnificent musical score and character development high above the levels we are used to, make this an adventure to both love and cherish.



FRONTIER - ELITE 2 (Gametek)

I suppose this could be considered controversial. How dare we only place Braben's masterpiece at number four in a list of the top 20 games of the year? Surely it should sit proudly atop an all time best games list. Well no, actually. We are not blind to the sheer brilliance of what is probably the most influential piece of programming since the first Elite, but simply feel that there are games which have been better, more playable and yes, even more enjoyable than this.

It would be particularly hard to please a person though who wasn't thrilled to be at such a high position and we will say that this is a game that every Amiga owner should own. Without exception.



FLASHBACK (US Gold)

I really cannot remember Delphine Software coming up with a game that was anything less than brilliant. Operation Stealth, Future Wars and Cruise for a Corpse were all games that had players in sporadic fits of ecstasy while playing. Flashback had a similar effect, although it did move away from their more usual feel of the graphic adventure, in that it was a platform game.

Many games impress simply because of good graphics, but this had more. As well as some unbelievably realistic video-taped animation, Flashback also possessed a tough, challenging and highly enjoyable platform adventure that all but the people with absolutely no staying power whatsoever will play to the finish.

SYNDICATE (Electronic Arts)

Right up until last month it looked as though Syndicate was going to be awarded the coveted first place, and to be honest I couldn't see anything coming close to knocking it off its perch. This has to be one of the darkest, most thought provoking computer games ever, with a highly disturbing vision of what could potentially be the future for all of us.

Not only that, but it's damn violent too, so hurrah for that! The exhilaration that is felt when you complete a mission, having blasted every single enemy agent to high heaven with your sawn off shotgun is unmatched to this day, even by our number one game. In my eyes it is a very close thing who comes top, but at the end of the day it has to be just shaded by....



But where's Lemmings 2 I hear you cry. And why doesn't Switchquiz appear in the higher reaches of the list? The simple reason is that this is compiled entirely using the opinions of the Amiga Action team. After much consultation, tension, general argy-bargy and even a few minor scuffles this is what we arrived at. You may think it is spot on, although I feel you're more likely to disagree with more than you agree with, but the fact remains this is the official AA line. Nothing more, nothing less. Do with it what you will.

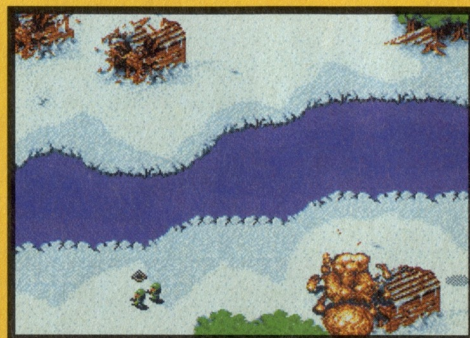


CANNON FODDER (Virgin)

You must have guessed it by now, but to be honest this had to be the ultimate outcome. Sensible Software's effort is far more lighthearted than EA's version of what are two very similar games, without taking the sensitive subject matter in too jokey a manner as to offend many people.

I have never come across a single person who has played this and who hasn't promoted it to the top of their favourite games list almost immediately. This is far more than an ordinary shoot 'em-up, and although at first it may all seem a little wanton and unstructured, you will need to get a firm grip on the strategies involved if you are to make any kind of real progress.

Cannon Fodder is a piece of programming genius and is undoubtedly the number one game of 1993.



Win Instant Prizes from

ALADDIN'S CAVE!

Play the Game to be granted three wishes...

**SEGA
MEGADRIVE**

+ game of your choice

0839 404092

Instant Win

**SEGA
MEGA CD**

+ game of your choice

0839 404098

Instant Win

PHILIPS CDi

+ CD games

0839 404095

Instant Win



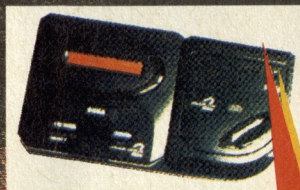
WIN!

**SUPER
NINTENDO**

+ game of your choice

0839 404097

Instant Win



GAME GEAR

+ TV Tuner

0839 404093

Instant Win

WIN!

AMIGA CD-32

0839 404090

+ CD games

Instant Win

WIN!

AMIGA A1200

+ game of your choice

0839 404094

Instant Win



WIN!

WIN!
**£100 worth of
MANGA VIDEOS!**

*All these Games and more
... up to a total of £250!*

0839 404096

Instant Win



WIN!

AMIGA OWNERS!

Win Jurassic Park,
Streetfighter II, F117A,
Zool 2 and Elite II

NINTENDO OWNERS!

Win all the above+
Super Mario All Stars
and Striker!

SEGA OWNERS!

Win all the above+
Sonic Spinball
and FIFA Soccer

WIN!

WIN

Remote Control
COLOUR TV
Great games monitor!

0839 404089

**KARAOKE
MACHINE**

0839 404086

**CD SOUND
SYSTEM!**

0839 404084

Play the
**AMERICAN
Adventure!**
Win £500!

0839 404085



Instant Win

WIN!

RALEIGH ACTIVATOR II

Or any mountain bike
up to £200

0839 404099

Instant Win

Calls cost 36p per min (cheap) 48p (other times). Max possible cost £3.60. Please be sure you have permission to make this call. Where Instant Win is indicated there is no tiebreaker and prizewinners are decided instantly by playing a deciding game. Other competitions close 28.02.94. All competitions involve multiple choice questions. Nintendo/Sega/Amiga & Raleigh Activator are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners' names please send SAE to

Info Media Services Ltd, PO Box 28, Northampton NN1 5DS.

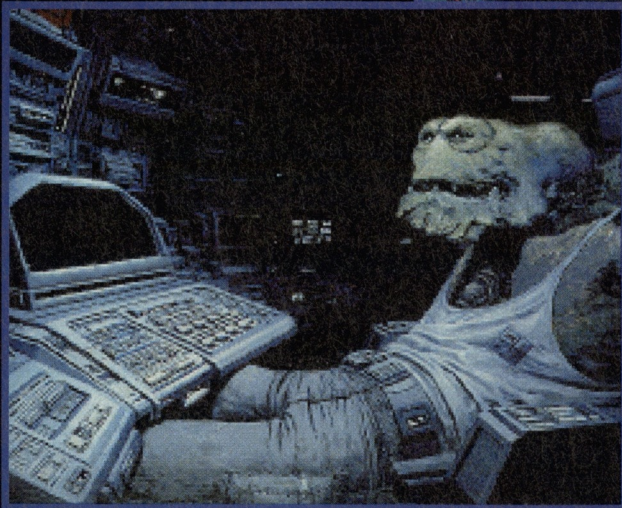
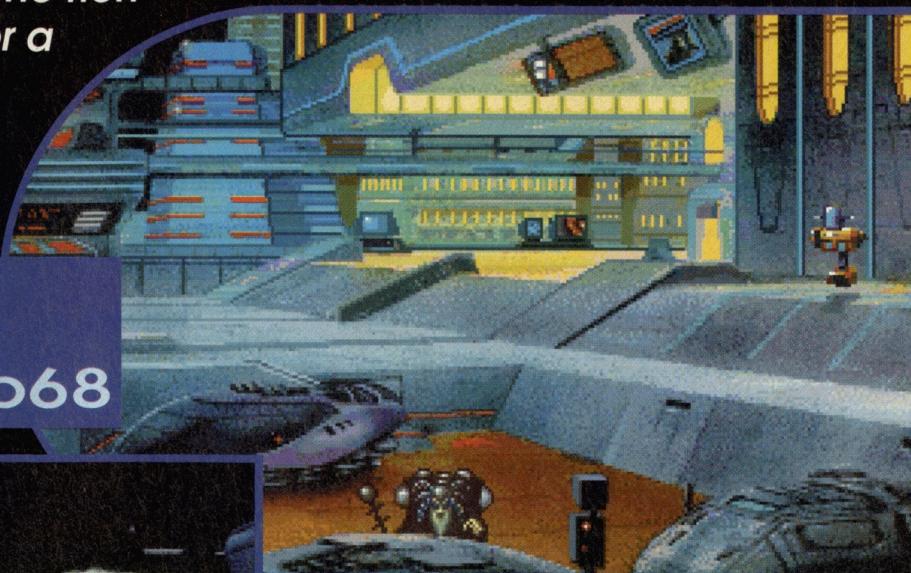
EuroFeb

There was this guy – kind of a space travelling geezer. He was venturing through the Universe when he got a bit peckish, and, fed up of tinned beans in his moon hovel, decided to go Out To Lunch. A simple guy, with simple tastes, he refrained from the rich stuff, and opted for a nice bit of– well, you get the idea.

Universe

Core Design follow up to Curse of Enchantia. In a cyberpunk (sound familiar?) future, there is no place in space for the weak.

p68



Bubble and Squeak

Failing chips, Pierre could always rustle up a quick bubble and squeak. Not too sure Audiogenic would be happy about him trying up their game though.

p74



Out To Lunch

Pierre Le Chef is struggling. His ingredients have sprouted wings and bugged off. Will he succeed in retrieving them, or is it chips 4 T?

p72



Contacts

Core: 0332 297797

Mindscape: 0444 246333

Audiogenic: 081 861 1166

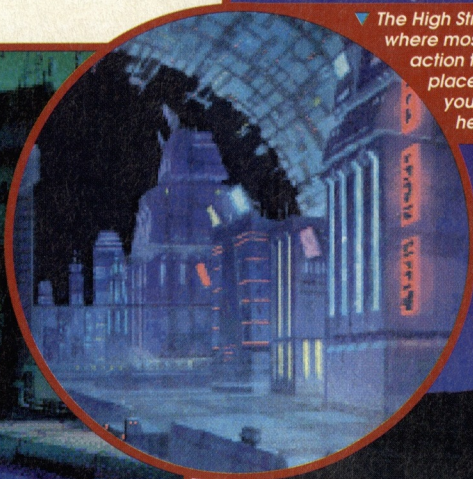
THE MOST UP TO DATE PREVIEWS EVER!

Preview

62°



▲ Each background is painstakingly hand drawn and scanned in for added realism.

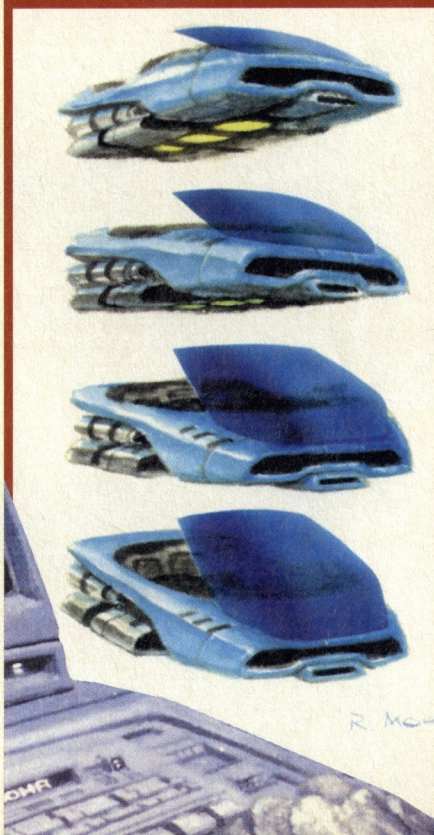


▼ The High Street is where most of the action takes place. Watch your back here though.

UNIVERSE

The preview all you Enchantia fans have been gagging for – although it's not a sequel.

▼ It's all a bit futuristic if you ask me. Give me a nice medieval setting any day. Now where did I leave me donkey?



Curse of Enchantia was an excellent adventure, so when the announcement was made that a sequel was in the pipeline it was very exciting news for everyone. Well, me anyway.

Striving as always to maintain a high standard of up to date previews, we sought out the design team of this highly awaited game and put them through one of our rigorous interrogations.

Since these are the same guys who worked on Curse of Enchantia, a good place to start seemed to be to ask how they felt about the general reaction to their original effort.

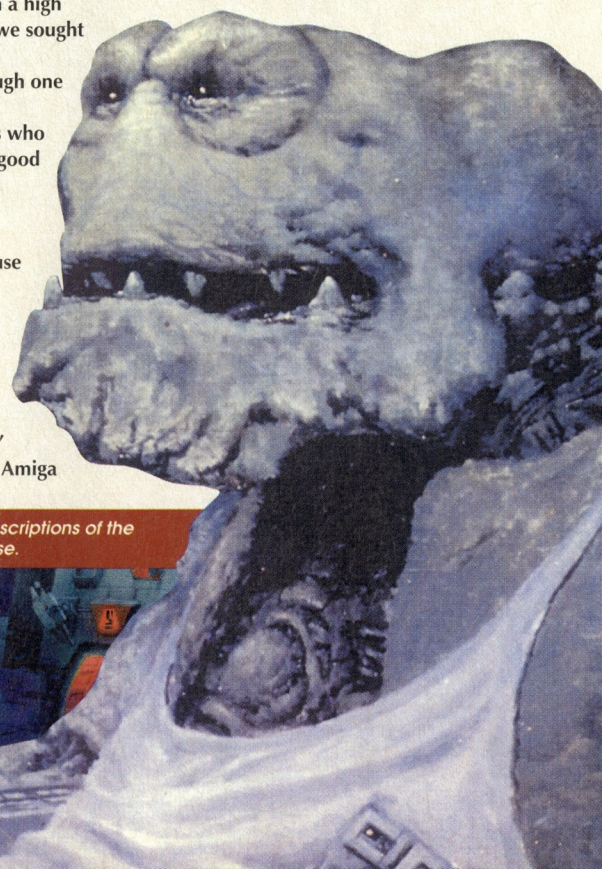
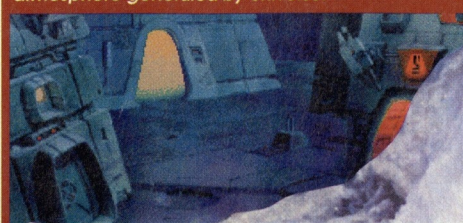
"We were very pleased because it was our first shot at a graphic adventure," said ideas man Rolf. "With all the competition out there, especially the Americans, it's tough to make an impact on the scene but we think the game was well received by the market."

This was certainly true in the Amiga

Action office. We were a little sceptical as to how a game with no text whatsoever could really be viable, but once we had played it we soon realised that we were completely wrong. It did work, and it worked very well. Certainly well enough to keep us interested for a long time. So, was Universe a natural progression from Enchantia, and indeed, was it the very next thing they worked on?

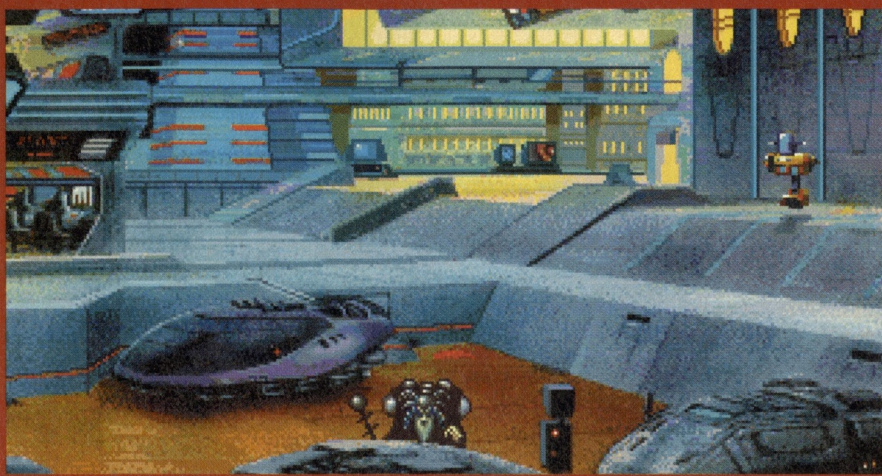
"Well, sort of... first Rolf started to convert one of his story ideas into a workable game design. Then Stu reluctantly joined Rolf and started work on the main character by rotoscoping Rolf running around like a prat," added Stu. "Gazza had actually started

▼ Mean and moody are good descriptions of the atmosphere generated by Universe.





▼ Character interaction will be a vital element in Universe. The addition of text makes this a more than viable possibility and will hopefully be a major improvement on Enchantia.



programming the conversion system quite a while earlier. Then Jim turned up a couple of months later and joined Stu on the animation and sprite graphics as we realised that this would be the most time consuming job."

So then, with the two games coming so close together and even overlapping to a certain degree in terms of development and also originating from the same design team, there were bound to be a large number of similarities. Not necessarily a bad thing, but we don't really need to know about them. It would be easier then to detail the more significant differences between the two games.

"The major difference is the addition of text in Universe that was missing in Enchantia. Also the

user interface has been streamlined and made easier for the player, due to icons having associated text which is,

we feel, a small but important point. The feel of the game is enhanced by the interactive conversations with key characters and the abundance of scene text which adds depth to the overall setting.

"The other main difference is our hero Boris who is rotoscoped, walks and runs in eight directions and fully scales, giving a more realistic impression. Generally, this game is not a wacky comedy like Enchantia, but instead has a more serious film-style storyline with a few humorous exceptions."

Now correct me if I'm wrong here, but I get the distinct impression that the design

team saw the absence of text from Enchantia as the major flaw. But surely that was one of the reasons the game was such a success, one of the things that made it that bit different from the rest. I'm all confused now, best to press on I feel.

But did they find programming a game with a text interface a more daunting task than one without?

"Developing around a text interface is definitely more difficult in terms of programming. Due to the added complexities in logic of conversations and objects all requiring several associated texts makes for a lot more work, plus the additional hassle of having the text translated into X

million languages. For the artists though, things are made much easier. For instance, in Enchantia Stu was meant to present an icon

meaning 'Pay respect to the dead'

in a box 24 by 24 pixels in size. Not possible! Now, we don't have the problem of specific icons for specific events which was a major stumbling block in Enchantia."

In terms of size Universe will comprise of 50 scenes in the final version. Additionally there were map areas using repeated backdrops with added sprites to generate a large total number of screens. Apparently the game will feel extra big because of being able to navigate through space and explore different planets in the universe, in between the main blocks of the game which will take

place on inhabited worlds.

What are the major problems encountered during the development then?

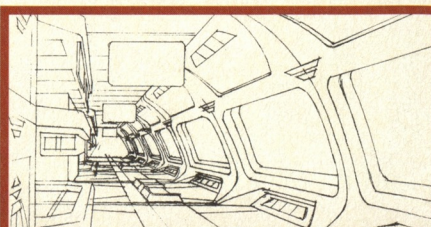
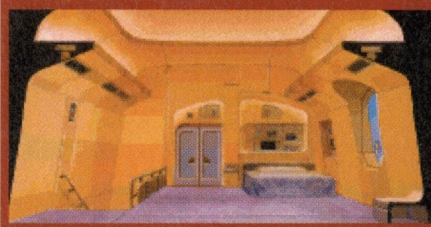
"There is a list of things to do when converting one of Rolf's paintings into the final scene that is as long as your arm, or maybe even longer if you have particularly short arms. For the artists, it is very restricting in terms of palettes that we are allowed to use as these are generally dictated to us by the method we use.

"First the original background painting is scanned in hi-res, 24-bit and then converted down to 320 by 200 pixels and into 256 colours. Then it is run through a converter which requires considerable retouching. As soon as we are happy with the final background we draw all the 256 colour sprites from the palette. For sprites that move anywhere on the screen we use eight base colours from this palette and eight of which are Boris's colours, plus their half brights."

This is apparently only half of the overall process of producing the graphics and text for each individual scene, which as you can imagine must add up to a fairly laborious and possibly even pain-inducing process. Are they mad? Why do they insist on putting themselves through it?

"We consider this to be worthwhile because it enables us to create the atmospheric look of the game even on a

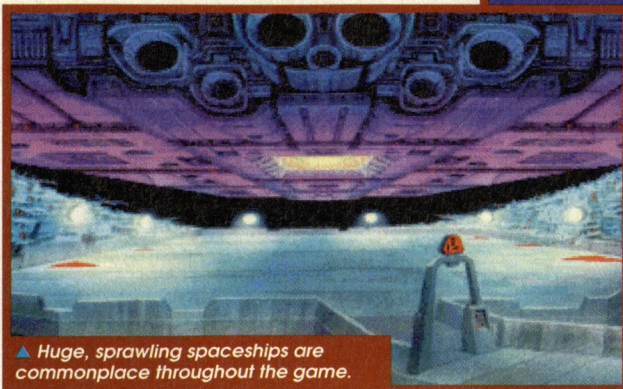
▼ The locations are all just about finished and waiting for the characters to be added in.



▲ One of the preliminary sketches for a location that will be used in the game.

"The software buying public will be falling over themselves to get a copy."

62°



▲ Huge, sprawling spaceships are commonplace throughout the game.

standard A500."

Something bothers me a little. It is rumoured that there are going to be arcade sequences incorporated into the storyline. This is something that, to be honest, I think doesn't really work. Names like Operation Stealth and Indiana Jones and the Last Crusade leap immediately to mind, with the words immense frustration not far behind. As Paul would say, and frequently does, what's the crack then?

"There are a few small scenes which involve, for example, jumping from asteroid to asteroid, which were intended to add a feel of action to the game, some have considered this to be slightly arcade-ish. Other parts are more so. For example there is one scene in which you have to control a space car as you attempt to dock with an alien ship and your movements are affected by inertia.

"Another scene involving flying the space car along the streets of Wheelworld, chasing bad guys with jet-packs who fire back at you means that Boris has to fire retros to bring them down while dodging them as they barge into the space car. This 3D first person perspective scene is created by an animated rendered street sequence."

I don't know, I'm still not convinced, but we'll have to wait and see. I was proved wrong with their last game and I won't be overtly surprised if they do it again. Only one thing remains to be asked about – the storyline. Obviously there is one, how about letting us in on it?

"The story begins as an ordinary lad called Boris Verne is visiting his eccentric Uncle George, who incidentally is an inventor. Boris sits in a strange pod machine and gets transported to another dimension, landing on



▲ Could this be the artwork that adorns the cover of the packaging when the game is released? Who knows? (Johnny Caption Filler – Paul).

an asteroid in a strange universe.

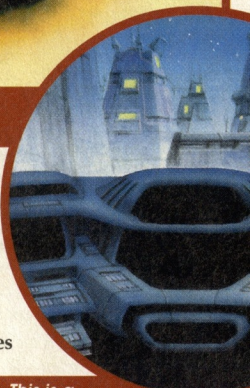
"He must find his way across the asteroid cluster to an inhabited planetoid where he finds hostile aliens. One inhabitant is a friendly female who is half human, half alien. She explains how their universe is oppressed by a powerful, evil Emperor called Neiamises.

"Security robots are sent by the Emperor's forces to capture Boris and he must flee across the galaxy, encountering various creatures, cyborgs and alien planets, including the artificial Wheelworld. Here Boris is sent on a dangerous quest which he hopes will help to fight the evil king.

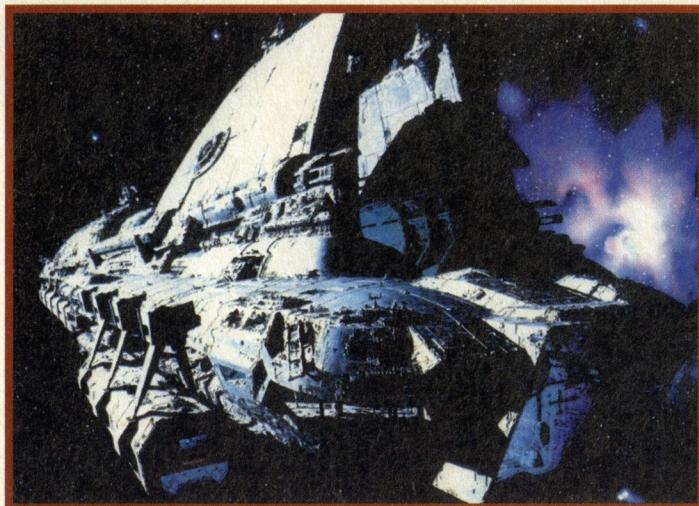
"Along the way Boris has strange visions,

which show what is happening in another part of the universe, as King Neiamises builds himself into a giant gold robot and declares war against an alien empire..."

Well, there you have it then, the ins and outs of Universe the forthcoming game from Core. It should certainly be something more than a little bit special. If the arcade sequences do not end up spoiling things then I can't see any reason why this won't dislodge Beneath a Steel Sky from its lofty perch as the best graphic adventure on the Amiga.



▲ This is a view of the inside of one of the futuristic transporter vehicles in the game.



◀ More reminiscent of Star Wars than Enchantia, this is definitely not a sequel.

PROJECT: Universe

HOUSE: Core Design RELEASE: Spring '94

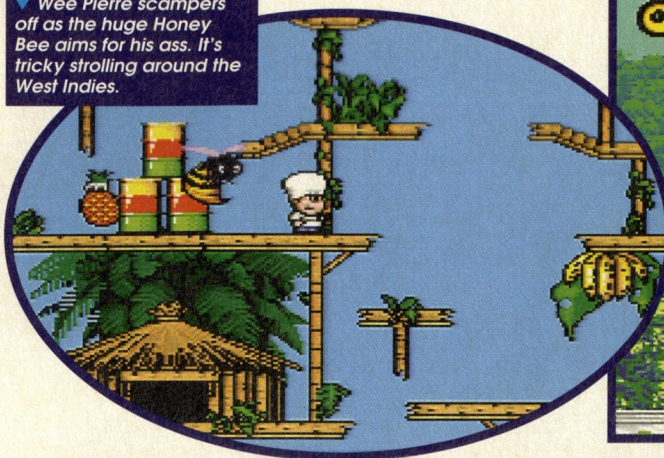
TEAM: In House PRICE: £TBA

COMMENTS: I think most people have a good feeling about this design team. With Curse of Enchantia under their belts already, you cannot doubt their abilities. If they can improve on their last effort, which it certainly looks as though they will, the software buying public will be literally falling over themselves to get their hands on a copy. The only doubt I have is, as I said earlier, that the arcade sequences will not work that well, as indeed they haven't done in the past. But with that thought aside I can't think of anything bad at all to say about it. It looks pretty damn smart at the moment, and you can rest assured it still will do when completed.

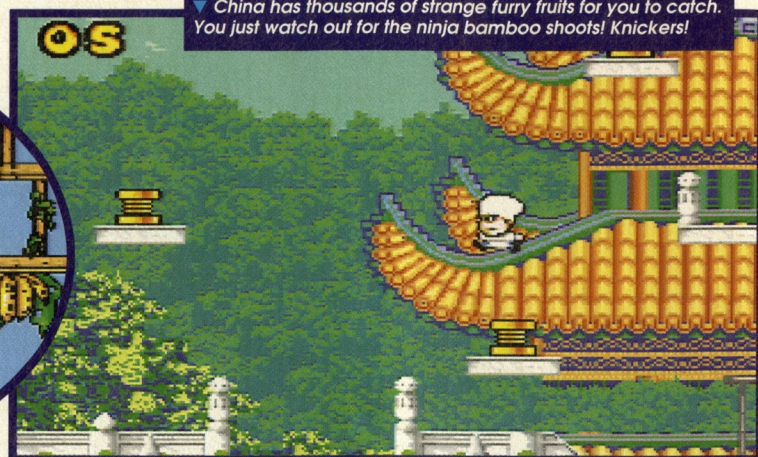
INSPECTED BY: Steve

62°

▼ Wee Pierre scampers off as the huge Honey Bee aims for his ass. It's tricky strolling around the West Indies.



▼ China has thousands of strange furry fruits for you to catch. You just watch out for the ninja bamboo shoots! Knickers!



Help! Pierre Le Chef has a big dinner to cook but no veg to cook it with. Why? Because les legumes didn't fancy ending up alongside the snails and frog's legs, and so hastily escaped from the fridge and this could mean disaster if the famously eccentric chef doesn't get them back there.

Animated sequences mark the introductory fridge saga before each level, taking the player into Pierre's dilemma. He has just a short amount of time to track his necessities down and put them into 'The Cage' which is effectively a cooking pot.

The problem is that the cunning mites have gained special vegetable passports, and therefore they have ventured out on their

travels into six different countries.

A game of heightened activity and much dodging, as well as catching, greets the player. As Pierre travels through the likes of the West Indies and Mexico to his home country and beyond, we discover that catching veg is not the chef's only concern.

He needs to be careful not to catch the dreaded Salmonella and Listeria bacteria too. All this frantic activity along with protecting his food from those diseases and insects proves tiring work for the friendly character.

"Fast, frenzied, endearing and addictive..."

If that isn't enough an evil arch rival is hot on his heels. Keen to destroy Pierre so that the cookery range will be his for evermore, the evil masked Le Chef Noir spicingly cooks up a plan to burn Pierre's chances of maintaining his premier

position as Top Chef. As the good cook captures the veg, the bad enemy is lurking ready to release them again, so the chase could potentially go round in circles.

Pierre needs all the help he can get if he is to retrieve and protect his ingredients as well as himself, and conquer Le Chef Noir's cunning plans.

Fast, frenzied, endearing and addictive are phrases that more than adequately describe this collect-em-up platform chase.

As well as the forty-eight challenging levels, there are also the carefully inserted in secret levels which really do put the icing on what is already a considerably sumptuous cake. All things considered this is a superbly colourful game, rammed with extra special power-ups and very nippy gameplay.

Parlez vous Francais? C'est un challenge! C'est très bon! Heh! Enough of this!

OUT To LUNCH

▼ Fill up your cage to maximum capacity, avoid Le Chef Noir and dive outta that exit door!



Switzerland's menu offers flying eggs, maniac mushrooms and crazy tomatoes.



PROJECT: Out To Lunch

HOUSE: Mindscape RELEASE: Feb '94
TEAM: In House PRICE: £25.99

COMMENTS: Well this will certainly heat up a dreary afternoon. Although this is only at the preview stage at the moment, it is already colourful, exciting and carries an attractive storyline, which does a lot to draw the player in. The chunky, cutesy characters will endear themselves to most people, not to mention the clear, cartoon-like graphics. Admittedly the gameplay and basic chase isn't original but what platformer is these days? These games appear in their thousands and after a while it gets difficult to even distinguish one from another, but I have a good feeling about old Pierre Le Chef. I look forward to saying well done Mindscape!

INSPECTED BY: Rachel



PROFESSIONAL FOOTBALL MASTERS 4

VERSION

Quite simply the best Football management game for your computer.

We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically out wit and conquer every opponent.

Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

League & Cup : Premier 22 teams, Division 1, 2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

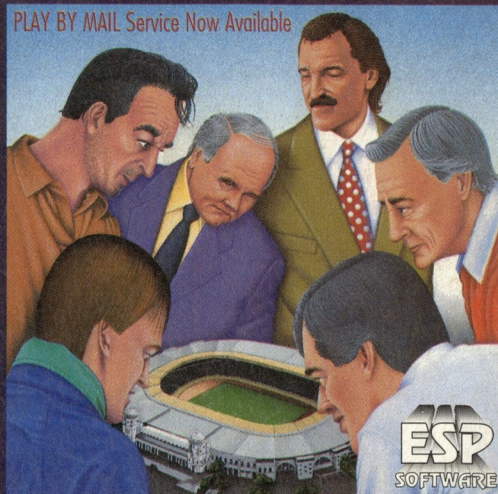
Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.

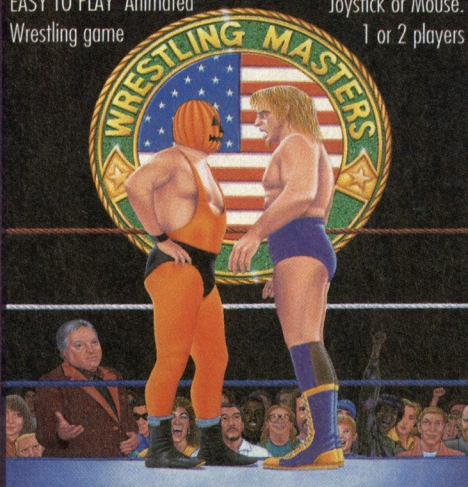
PLAY BY MAIL Service Now Available



ESP SOFTWARE

EASY TO PLAY Animated Wrestling game

Joystick or Mouse. 1 or 2 players



CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.

• Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.

- 3 Batting/Bowling classifications (Normal, Attack and Defence).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.



STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know. User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :

GAME OPTIONS

- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION

- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS

- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY

- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.



FRIENDLY CONTROLS

- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS

- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.



24 HOUR CREDIT CARD HOT-LINE



(0702) 600557



48 HOUR DISPATCH CHEQUE PAYMENTS

If you have a guarantee cheque card or credit card please write its number on the reverse of your cheque, doing so will ensure dispatch within 48 hours of receipt.

OUR ADDRESS

ESP Software DEPT. A A
32a Southchurch Road,
Southend-on-Sea,
Essex SS1 2ND. England.
TEL. (0702) 600557
FAX. (0702) 613747

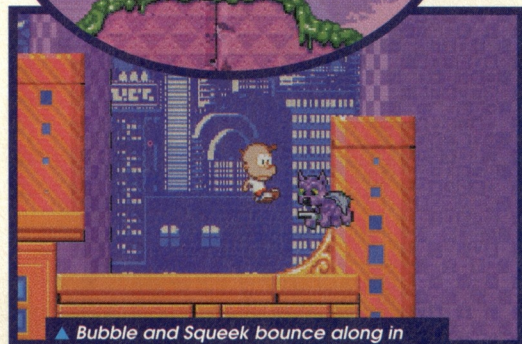
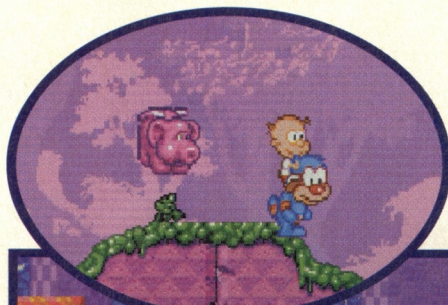
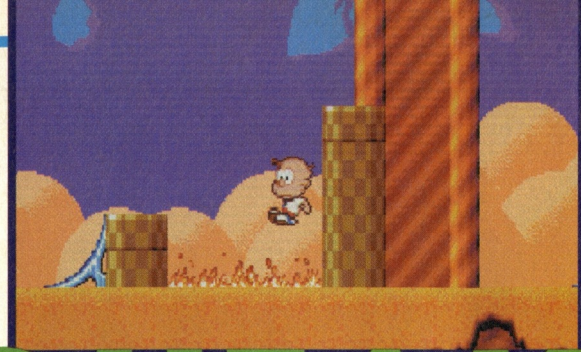
COMPUTER	DESCRIPTION	A A	PRICE	TOTAL
ST 512K/5	Professional Football Masters V4		24.95	
ST 512K/0/5	P.F.M. Editor V4		12.00	
ST 1MB	Stable Masters V2		24.95	
JAMICA 1MB	Oracle Horse Tipster (RRP £99.95)		75.00	
P.C.	Cricket Masters		24.95	
	World Cup Cricket Masters		24.95	
	Wrestling Masters		19.95	

MAIL ORDERS

All the programs detailed in this advert are only available by direct mail.

CREDIT CARD NUMBER & EXPIRY		E. & O. E.	GRAND TOTAL
NAME		TELEPHONE	
ADDRESS		POSTCODE	

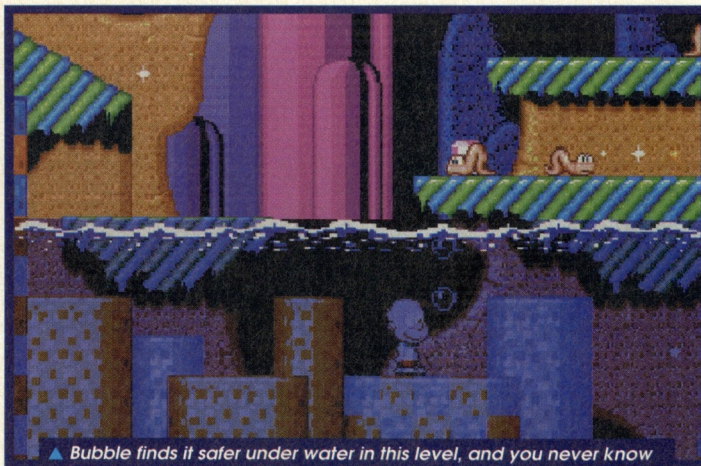
BUBBLE AND SQUEAK



▲ Bubble and Squeak bounce along in search of Squeak's unfortunate friends.

Once upon a time planet Grool was a happy place where everybody frolicked merrily with not a care in the world. One dark day it was invaded by the Kat of Nine Tails (an appropriate name for the wicked monster who would readily steal the tail of any cat who got in his way). After this tragic incident Grool was turned on its head, and to add insult to the injury of gross exploitation, the unfortunate inhabitants lost their tails.

However, one lucky native, Squeak, escaped with tail intact, but not without problems. Kat of Nine Tails flew into a wild rage when he found out and made it his mission to track Squeak down.



▲ Bubble finds it safer under water in this level, and you never know – there may be some vital clues lurking in the murky depths.

Get ready – a economy meal is about to pop its bubble on our screens.

After jumping onto a passing shooting star, Squeak amazingly finds himself jumping out of Bubble's wardrobe. Very C.S. Lewis! In Bubble – a baby – he finds an ally who helps him jump through a very black hole in order to find his poor friends, imprisoned by the wicked Kat.

The storyline sounds promising, if not bizarre, and the bright graphics certainly back up a potentially fun game. Having said that it will be interesting to see how this game is going to differ from the million and one

other platform games out on the Amiga. I'll personally be watching to see if Audiogenic actually provide a visual intro rather than simply writing it down.

Even that won't single the game out as being original though. Admittedly the sprites are cute and fun to watch, but that doesn't separate them from any of the other cute sprites that are bouncing around on previously released games.

The inspiration for this platformer came from the same people who designed Krusty's Fun House and the game sequence reflects this. Special shoot'em-up levels link up five

worlds, each sub-divided into six levels.

Each normal level contains collectable gems, numerous aliens, at least one gumball machine and food to replace lost energy. There are also timed bonus games which can be accessed from the main levels, operating much the same as any other platform games. Contact with an alien or an alien's shot could lose you one health point and if you lose all your health points you lose a life.

Many more features following the set traditions are lined up, but the basic aim of the game is to reach the end of each level, having released the creatures from the domes.

Pleasant to play and fun to watch, but at the moment the game needs that spark to separate it from the masses.

"sounds promising, if not bizarre..."



Listen to Bubble as he instructs Squeak to follow his every move... true friendship.

PROJECT:	Bubble And Squeak		
HOUSE:	Audiogenic	RELEASE:	Early '94
TEAM:	In House	PRICE:	£29.99
COMMENTS:	Yet another run-around platform game is out to follow the established procession. The storyline is catchy and original, while the gameplay is attractive and fun to play. It is also good looking, but there is nothing new and exciting about it. Having said that the sprites have been created in a lively, animated style. There certainly appears to be the necessary challenges contained in each of the levels that potentially separates it from every other platform game around at the moment, but as the cliché goes, only time will tell. If this future release really has what it takes. I am certainly eagerly anticipating playing the finished version.		
INSPECTED BY:	Rachel		

HARD DRIVES FREE PHONE 0800 833618



Visa, Mastercard or company
cheques accepted for immediate
despatch.
Prices may be subject to a 2%
surcharge on credit cards and
company cheques.
Cheques payable to Shaye PLC.

Tel: 081 880 3227
Fax: 081 880 3748



Shaye PLC, 206A High Road, London N15 4NP

...at a price YOU can afford

- ◆ External IDE HDD for Amiga A500/A500+.
- ◆ Internal IDE HDD for Amiga A1500/2000/3000/4000.
- ◆ Memory conveniently expandable to 2/4/6/8 Mb by using 1 Mb x 4 zips on Alfa, AT-Bus 2008 & Octagon.
- ◆ Easy installation, just plug in and go.
- ◆ Auto boot, auto configure and zero wait states.

A500

Alfa, 170 Mb IDE	19MS	£299
Alfa, 252 Mb IDE	14MS	£350
Alfa, 345 Mb IDE	14MS	£450
Alfa, 560 Mb IDE	10MS	£599
GVP HD8+ 170 Mb	19MS	£450
GVP HD8+ 345 Mb	14MS	£550
GVP HD8+ 560 Mb	10MS	£699

A600/1200 2.5" DRIVES

60 Mb & cable	-	£159
85 Mb & cable	17MS	£195
1200 Mb & cable	17MS	£229
170 Mb & cable	-	£299
210 Mb & cable	-	£350

CONTROLLERS

A500

Alfa power idle	£99
GVP HD8+	£185
ICD Trifecta EC	£159
ICD Trifecta SCSI-2 & IDE	£215
A1500/2000/3000/4000	
BSC AT-Bus 2008 IDE	£75
BSC Oktagon 2008 SCSI-2	£149
GVP HC8+	£129
ICD Trifecta LX	£149

BARE DRIVES

SCSI

170 Mb	21MS	£199
240 Mb	14MS	£279
340 Mb	14MS	£299
560 Mb	10MS	£499
1.0 Gb	10MS	£850
2.0 Gb	10MS	£1299
3.0 Gb	10MS	£2250
4.0 Gb	10MS	£2699
IDE		
130 Mb	10MS	£CALL

170 Mb	17MS	£199
250 Mb	14MS	£250
340 Mb	-	£299
560 Mb	10MS	£499
1.0 Gb	10MS	£850

SYQUEST INT INC CART

44 Mb	£295
88C Mb R/W 44	£369
105 Mb	£000
105 Mb	£CALL
External box & cables add	£75

OPTICAL

Fujitsu 128 Mb INT INCL CART.	
Internal	£699
External	£755

PART EXCHANGE WELCOME

FREE ONE BOX OF 10 DD DISKS
with every order over
£100 placed before
Jan 31 1994.

DON'T FORGET THE MEMORY

1 Mb SIMMS 30 pin	£35	4 Mb SIMMS 30 pin	£115
1 Mb SIMMS 72 pin	£40	4 Mb SIMMS 72 pin	£150

Prices subject to change due to S/E exchange rate.

Computers 'n' Dreams



897 DUMBARTON RD, WHITEINCH, GLASGOW G11 6NB. TEL: 041 337 1313

JOYSTICKS/MICE

QS PYTHON 1M	£7.50
QS APACHE 1	£6.50
QS STARFIGHTER 1	£9.99
QS MAVERICK 1M	£10.99
ZIPSTICK PRO A/F	£12.95
COMP PRO 5000	£11.95
COMP PRO STAR	£12.95
COMP PRO EXTRA	£12.95
COMP PRO MINI STAR	£15.95
COMP PRO MINI 5000	£14.95
LOGIC 3 PINTO STD	£11.95
LOGIC 3 PINTO GT	£13.95
SAITEK MEGAGRIP 2	£14.95
SAITEK MEGASTICK 2	£12.95
SPEEDKING A/F	£12.95
SPEEDKING ANALOGUE	£13.95
NAVIGATOR	£11.95
THE BUG	£11.95
THE BUG (GREEN)	£11.95
CRUISER BLACK	£10.95
CRUISER TURBO	£11.95
CRUISER MULTI	£11.95
QJ TOPSTAR	£23.99
LOGIC 3 FREEWHEEL	£24.95

LOGIC 3 FREEWHEEL AN	£35.99
QJ FOOTPEDAL	£20.99
LOGIC 3 SPEEDMOUSE	£14.95
BEETLE MOUSE	£14.95
BEETLE MOUSE STARS	£15.95
QS122 MOUSE	£12.99
MEGA MOUSE	£11.95
MOUSE MAT	£2.50
LOGIC 3 MOUSE MAT	£2.50

STORAGE

100 CAPACITY	£4.50
80 CAPACITY DATALUX	£5.50
40 CAPACITY	£3.50
20 CAPACITY	£2.50
10 CAPACITY	£1.20

CABLES

AMIGA - SCART	£9.95
NULL MODEM	£7.95
JOYSTICK EXTENDERS	£3.95
JOYSTICK SPLITTER	£3.95
PRINTER CABLES	£6.99
4 PLAYER ADAPTORS	£4.95
AERIAL (RF) LEAD	£3.99

MACHINES

AMIGA A1200 :-	
RACE 'N' CHASE	£289.00
DESKTOP DYNA	£345.00
CHAOS PACK ADD	£30.00

HARD DRIVES

A600/A1200 HARD DRIVES:-	
128 MB	£239.00
252MB	£399.00
VIDEO BACKUP	£35.00

MISC

DUSTCOVERS:-	
A1200, A600, A500	£3.95



PLEASE ADD £2 P+P. ALL ORDERS DESPATCHED WITHIN 24HRS

A walk in a park of the Jurassic variety can be a pretty frightening experience, what with those big dinosaur things wandering about all over the place. Our solution, provided by two kindly gents (games and other goodies on the way lads), should see you right though.

BEFORE WE START

This guide to Jurassic Park takes you through all the levels of the game. For the external sections, the guide provides rough compass directions for where to go, also the solutions are provided for all the puzzle sections.

For the internal sections, the guide gives you compass directions. These directions work from area to area and generally tell you what exit or direction to take from each area.

You will also receive help from your companions with the walkie talkies. For all the compass directions north is at the top of the screen.

The positions of first aid kits and ammunition are not noted as they are too numerous to list. It is up to you to find these as and when you need them.

External Sections

The cattle prod is a more effective weapon than the rifle.

In the sewer section (start level) it is safer to stay in the water, as the Pterodactyls cannot get you, but be sure to watch out for the alligators.

You can only fall off a maximum of two levels without dying.

Do not bother collecting first aid if your health is already high. Save it and collect it later when your health is low.

Instead of pushing blocks off cliffs it is far safer to shoot them over the side with the cattle prod.

Try not to stay on the highest levels of the cliffs too long as the Pterodactyls can attack you more easily from there.

Internal Sections

Ammunition is very sparse by now. Do not waste shots.

The best way to kill the Raptors is to wait for them to attack you. As soon as you see the Raptor, walk backwards whilst firing and keep doing so until the beast drops dead.

Do not collect ammunition and first aid unless you need it.

At some point in the game you will find yourself short of or even without ammunition. The best thing to do then is try to avoid the Raptors and run through the rooms to try and find some ammunition. This is usually found in dead end rooms. The same practise applies to first aid kits.

When in a room/area with Raptors the music will change and it will also change again just before the Raptors attack you.

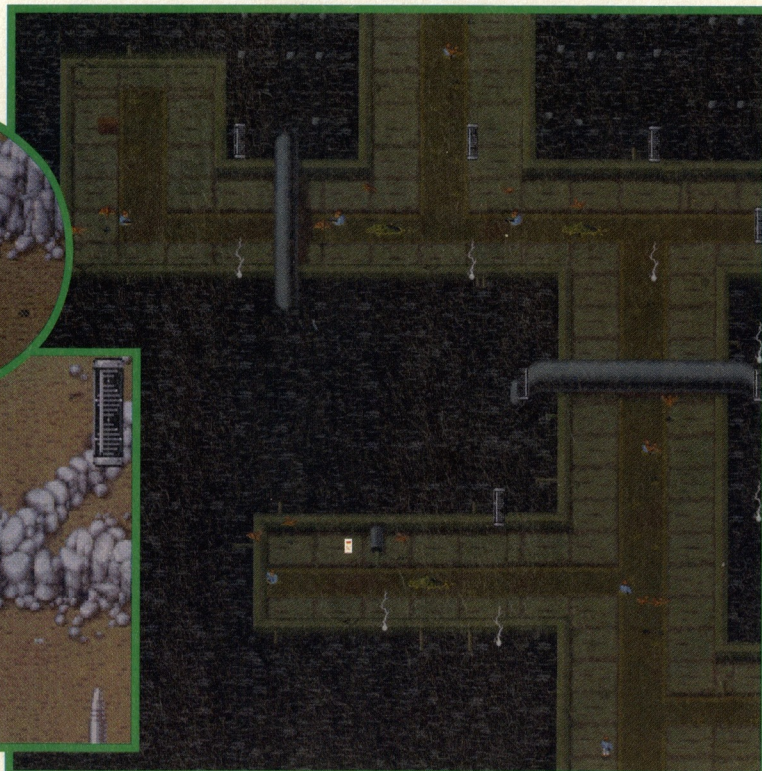
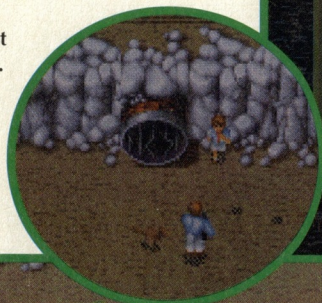
T-REX PADDOCK

Mission Objective - Rescue Tim and Lex, find pass and leave by fence gate.

Head to motion sensor south-west of start position. Activate sensor and unlock bunker door. To find Tim head east from the motion sensor and take the first turning and go south-west where Tim will be in a small clearing. Now head for the bunker located in the south-west corner of the level to find the tool kit. Return to just east of the start position and you will find a storm drain. Walk towards the drain and you will automatically remove the bars.

In the sewer

The pass is just to the west of the start position. Head north-west to find a crate needed to rescue Lex. Push the crate in the water and push to the north-east region of the level where Lex can be found. Lex will not enter the water so push the crate in front





of her then push the crate with Lex aboard back to the start of the sewers. Once out of the sewers head north-east to the gate in the fence to exit the levels.

TRICERATOPS PADDOCK

Mission Objective – Collect berries to get past Triceratops. Locate pass and exit via bunker.

Collect all berries that you find on this level until the bar in your inventory is completely full. It is helpful to follow the road to find your bearings. Once your berry bar is nearly full follow the road west until you find the car. Go north through the broken fence collecting the final berries as you progress northwards past a dead Triceratops (You must have full berries at this stage).

Run south down the corridor in front of the Triceratops, you will then drop your berries and the beast will pause to eat, giving you just enough time to exit the corridor on the east side.

Head north-east until you find another Triceratops. Fall in front of the Triceratops and run south. Alternate from corner to corner of the wall as the Triceratops comes towards you until the wall has collapsed. Now run south as the Triceratops is backing off and keep going until you are safe. Head west until you find a pass, then back east and then north to find a bunker and finally leave the level.

UNDERGROUND TUNNELS

This level is a relatively simple one as there is no chance of attack. Use this opportunity as a practise to get used to the controls for later



in the game. Simply explore and find the exit from the level.

STEGOSAURUS PADDOCK

Mission Objective – Retrieve Tim and Lex who are stranded on the other side of the paddock.

Head east past Stegosaurus and keep going until the second flight of steps. Go up the steps and push blocks to level below, push one block west to the first flight of steps and go up both flights of steps. Head east up another two flights of steps, go west until first flight of steps and go up and knock block off. Go down steps and push block west completely off level.

Return to steps and go past Stegosaurus and find the block which you pushed off a second ago. Push block west to steps and go up and proceed west. Go up steps and go east ignoring the flight of steps and go around north then west to find a bridge. Cross bridge and then head north-east and cross stone bridge. Follow path south-east

until you see a flight of steps and a Stegosaurus. Go up steps and push block down to level below, push block east to steps and go up and you will find another block. Push this east to some more steps and go up.

Go round north-east and find a block, return this to where you came up. Use this block to go up the steps to the west, go north and then west until you cannot go west any further. There you should find another block.

Push the block off the west ledge but run with the block and then fall down. (Make sure you

are in line with the block). Repeat this process twice again until you come across a stone bridge.

Tim and Lex will be waiting on the bridge for you, proceed west to complete the level.

GALLIMIMUS PADDOCK

Mission Objective – Tim and Lex go through tunnels, find pass and tunnel exit with kids.

Turn up the volume. Go west keeping on the same level until you find an oil drum. Push the oil drum directly south off the cliff. Return to start and go west, but this time fall down the levels until you find the bunker. The children will leave you and enter the bunker alone.

Keep going west against the southern wall and go down the third turning southwards. Go south up steps through gully until you can step down.

Run east from the T-Rex collecting flares as you go. As soon as the T-Rex appears on the west side of the screen turn and throw one of the flares at it. Keep going east and

JURASSIC PARK

JURASSIC PARK

throwing flares whenever T-Rex appears. You will cross a pit with a broken oil drum in it. Run a few more inches and throw the last flare into the pit. The flare has to be thrown from exactly the right position. All going well the oil will ignite trapping T-Rex on the other side.

Now head east then south and go west past the bunker. Go up the levels and then north-east to get to the pass. Return to bunker and release Tim and Lex. Go west until you can go no further then go north and drop down and exit level to the west.

MAIN GATE

Mission Objective - Open main gate. This can only be done by going through numerous sections.

Head south, go west then south-east, go under the fence and proceed east until you find some steps. Go north-west up steps and go across bridge, go west across other bridge. Now go north-west keeping on same level passing through a narrow gap until you find a motion sensor. Activate sensor and open bunker door.

Head east along north river bank, continue east until you come across steps leading up, and cross steps to other side of river. Go eastwards until you see a narrow path leading down, take this path then go west until you come across a bunker.



Retrieve pass from bunker, head back to the steps near river, climb up steps heading eastwards and go south-east and enter door. This is the entrance to the Pterodome.

PTERODOME

Go north-east, stepping down to destroy eggs in nests and the pass required will be in one of the nests. Once you have found the pass, make your way round the outer wall to find the exit.

BRACHIOSAURUS PADDOCK

Mission Objective - Collect all embryos, find pass and exit to Pterodome.

Follow the river south-east and find the bridge. Head north across the bridge then follow the other side of the river in a north-west direction. Find the motion sensor which is

located nearby, activate and unlock the Pterodome door. The door to the Pterodome will only stay open for sixty seconds so try to do the following section within that time. Do not worry if you do not complete the task within that time as there is another way to open the door again, which is explained later on.

Fall off step to the north then head east and collect all the embryos until the bar is completely full. Now collect the pass which is besides the crashed car and from here go south and then head west to find a gate. Go through the gate and go through the Pterodome door.

PTERODOME

Head south-west through a narrow gap and make your way up the steps until you find some blocks. Push one of these blocks off the west cliff edge and make your way back down the steps and proceed to the block that you just pushed off. Push this block north and use it to go up some steps. Once up the steps go north and then head west. Try to find a narrow path along the river.

Head north along the path and you will come across a retracted bridge. Continue west until you see the power box on the north wall and shoot the box with the cattle prod. Head east back to the bridge which should now be extended.

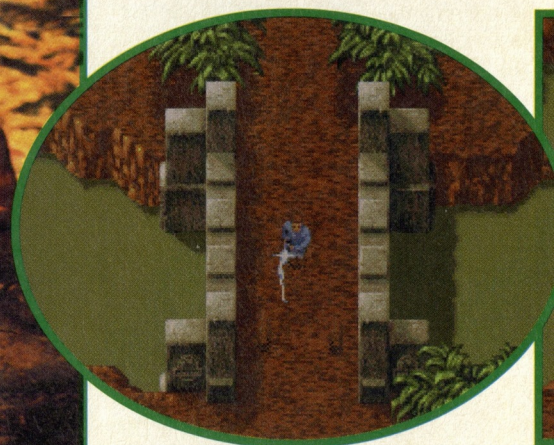
Cross the bridge and go south-west, follow the river until you come across a block and push this block south, using it to climb the steps. Once across the steps continue south-west until you find the exit.

DINGHY SECTION

Mission Objective - Find the dinghy and proceed through previous levels to motion sensor.

Head south, then west until you see a turning. Now go north and find the river, following it westwards. Go south and follow path back round to the river. Now head back and go south-west to another part of the river. Then go south and west along a path. You should find the dinghy at north.

Fall into the water and climb into the





clockwise. Then go north between the two islands and make your way towards the lowest section of the north bank.

Once back on ground head south-east and cross the bridge, then head west along the river bank. Keep going until you can no longer go west, head south and find the fence. Follow the fence round until you find the gate. Go through the gate.

Descend the steps south and find a path in the foliage which leads west. Follow this path round and go north until you find a shallow pit. In the northern area of the shallow pit you will find a block. Push this block south-east and you will find some steps. Use the block to climb the steps and once at the top you will find a motion sensor. Activate this and unlock the fence gate.

Descend the steps and go west and then south-west, and then west again until you find the fence gate. Go north through the gate and cross the bridge, now continue north to main gate where Tim and Lex should be waiting. Now go through the main gate to finish the level.

VISITORS CENTRE

At the start of this level you will see your companions and they will eventually tell you to go to the maintenance shed and restore power. This task will take you through the hardest and most dangerous part of the game. Proceed as follows and be careful with that ammo.

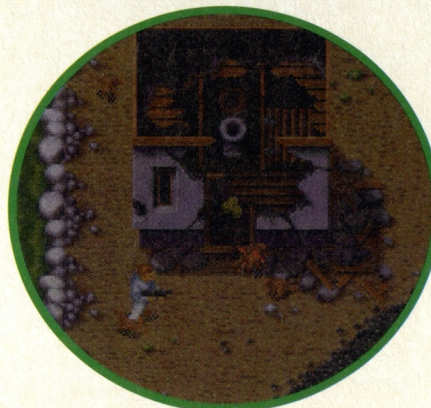
North, east, east, north, north, west, west, west, south, south, south-west, west, south, south, east, north, east, east, south, west (stairs).

2nd level of visitors centre

West, south, east, south, south (exit).

Outside Enclosure

South-east, east, north, east, east, east, north, north, west, west (maintenance shed).



MAINTENANCE SHED

Locate infra-red goggles and proceed to lift. West, north, west, west (goggles)

Now return to the start position of the level and follow the lights of the ceiling towards the lift.

2nd level of maintenance shed

South, west, west, north, west, now walk into the north-west corner of the room and walk into the power supply to activate.

Escape

Retreat to the underground tunnels in the lift.

With the power supply now turned on you will be informed that the way you came in is now overrun with Raptors and that you are to proceed to the visitors centre via the underground tunnels.

You should have the goggles, if you do not have them you will have to return to the first level of the maintenance shed, get the goggles and come back here.

South-east, west, west (lift).

Underground Tunnels

East, south, east, south, west, west, west, south, south, east, east, north-east, east, south-east, north (lift).

Basement

South-east, north, east, south-east, north, east, east, north, west, west, south-west, west, north, east, north-east (lift).

Visitor Centre

You will be informed that the Raptors have broken through the glass and that your companions are going to use the ventilation shafts to get to the lobby and that is where you should meet them.

South, south, east, north, east, east, south, west (stairs).

West, south, east, south (walk to companions).

End of game.

Congratulations, that's the back of Jurassic Park. Mind you, it's probably still on down your local multiplex...

raft. Follow the flow of the river east, pass under the bridges and continue east.

DINGHY SECTION IN PTERODOME

Continue with river flow east, after passing the place where the bridge was. Keep to the south river bank as much as possible. When you come to the narrow section in the river where the first aid kit is get off the dinghy to the south river bank.

Once off the dinghy, head south and walk down the steps and go south-east. Wait on the out crop. You will see the dinghy approach you after it has fallen down the waterfall and when the dinghy is near enough get back into it. Follow the river east and you should come across the exit.

DINGHY SECTION - BRACHIOSAURUS Paddock

Follow the river east until you come to the island with a motion sensor on it. Guide the dinghy to the west side of the island and leave it. Activate the motion sensor and unlock the fence gate. Climb back into the dinghy and go around the island anti-



JURASSIC PARK

Monkey Island is out on budget, and we've had quite literally hundreds, nay thousands of requests for a full solution to the game. We're only too happy to oblige our chums. Many thanks to Peter J. Hooper of Peterborough.

The village (part one) - Thievery

After the intro sequence you should find yourself deposited in a murky little seaside village. Don't bother messing about trying to find your bearings, 'cos I'm sure you've already spent a great deal of time trying to talk to the poster on the wall. Go straight to the SCUMM bar and talk to all the pirates, that is unless you've run out of things to say to the eye-patched ones already. Hearing three fat blokes extolling the virtues of 'grog' can get a bit tedious after a while can't it?

Open the kitchen door and after the cook has told you to clear off, just wait at the side trying not to look shifty. Wait until the bloated cook comes out of the kitchen and moves off the screen, then go into the kitchen and take the meat and the pot from under the

table. Go out to the end of the landing and keep stepping on the loose board at the end until the seagull is catapulted high up into the air. Then nip in and pick up the fish.

The Circus

Now go to the circus. When asked if you have a helmet, say 'yes', and give the pot to the Fettuccini brothers. You'll then get paid for flying through the air.

The village (part two) - Shopping

Return to the village and speak to the Citizen of Melee. Buy the map which he offers to you. Then go and visit the witch. Speak to the haggard old crone and pick up the chicken as you leave. Now go to the store and buy a sword and shovel.

Trolls, Pirates and Swordmanship

Now go to the house on the map screen and you will be stopped by a troll. Give him the fish and he will let you pass. Continue to the house where for 30 gold pieces you will be taught sword fighting. When you have finished, go back to the paths on the map and wait for pirates. Tell them they are about to die and get as many 'witty' replies as possible. Then go to the forest and find the



Swordmaster. You will be presented with a T-shirt when you win.

Finding the treasure

Now go back into the forest and use your map (ignoring the step numbers) to find your way to the treasure. Pick a yellow flower on your way and eventually you should come to a log. From the left of the screen take the first turning up and when you have found the X, dig up the treasure.

Governor's mansion

Go back to the village and go to the Governor's mansion. When you get to the dogs use the yellow flower with the meat and give it to the dogs. Open the door and go in, then open the glass doors just inside the front door. When all the action is done you will need a file, so go to the store and buy some breath mints. Take them to the prison and give them to the prisoner. This grateful halitosis sufferer will present you with a carrot cake. Open the cake, and lo and behold if there isn't a file inside it! Now go back to the mansion and get the idol. Give the pirates at the bar what they want (ooer!) and they'll be dead chuffed with you. Now all you need is a ship.

More thievery

Go to the store and ask for a credit note, making sure that you answer in the affirmative when asked if you have a job. Watch the safe combination and ask the storeman to go and see the Swordmaster. When he has gone, sneakily open the safe and take the credit note from inside it to Stan's Second Hand Ship Shop.

Buying your ship

The ship you need to buy is at the top of the screen, and you will have to tell Stan that all the extras are no good to you. Start your bidding at the lowest price and then walk off. You should then get the ship for 5,000 and the previously blagged credit note should cover it.

Pressgang time

You should by now have been given a note saying that LeChuck has done a dirty deed. Show this to the Swordmaster and she will join you. To reach Hook, go to the far side of Melee island. Use the chicken on the cable and show Hook the note. To get Otis out of prison, go to the bar and pick up the three mugs. Fill one with grog and then set off for





the prison. Before the mug dissolves, pour the grog into the next mug and then repeat the procedure until you reach the prison cell. Use the last mug on the lock and Otis will be free, and won't he be grateful. Oh yes!

We're sailing to Monkey Island

In the cabin of the ship pick up the pen and ink. Then go on deck and up the mast to get the flag. Go to the galley, open the cupboard and take the cereal. When you open it, you'll find a key inside. Pick up the pot and go back to the cabin. Open the cabinet and chest, then rifle through the contents of both. Go below and get gunpowder, rope and the bottle of wine. Then put four breath mints, the wine, the chicken, the flag, the gunpowder, four cinnamon sticks and cereal into the cooking pot. Now get some gunpowder and put it into the cannon. Use the rope, the feather pen with fire, put on the pot and wahey BOOM!

Monkey Island

Pick up the objects on the beach and go to the fort. In the volcano pick up the rope, telescope and then push the cannon until gunpowder comes out. Pick up the gunpowder and go to the mountain. Climb to the Indian artifact until it is in line with Threepwood then climb up to the pile of rocks. Push single rock at edge and you should hit the banana tree. Now go back down the mountain to the dam. Put the gunpowder on the dam and open the telescope. Take the telescope lenses and use



them with the sun for more booming antics. Now go to the pond and get the second rope. Go to the crack and use the ropes to climb down and get the oars. Now use the boat to go to the village and pick up bananas.

Captured

Pick up skull and use loose floorboard in hut. Then you can escape through the hole you have made. Go back to the landing beach and pick up the bananas before setting off for the jungle. Find the monkey in the clearing and then give him five bananas. He will now follow you. Head overland to the clearing and pull the nose on the totem pole. The monkey will do the same, and then you will be able to walk to the monkey head and pick up the small idol. Return to the cannibal village and give them the idol. In return the kind souls will give you freedom of the village. Spurn their hospitality and leave at once, heading for the beach. Return to the cannibals and give them the note on 'Getting ahead in navigation'. They will then give you the navigator's head as sort of a thankyou pressie. Pick up the banana picker in the hut and exchange it for the monkey's head key

with that pesky fellow who follows you everywhere. If on this occasion he is not around, go to the fort to find him.

Ghost ship

Use the key in the monkey head and follow the directions of the navigator's head to find the ghost ship. Before you go on the ship, plead with the navigator to give you his necklace. Once on the ship, go to LeChuck's cabin. Then by using the magnetic compass, get the key on the wall. Go below deck and pick up a ghost chicken. Use the feather on the pirate in the bunk a couple of times and he will drop a jug. Pick it up and go back to the locked hatch. Use the key and then go down the ladder. Put some grog in the bowl for the rat and you should then be able to get some fat. Go back on deck and use the fat with the squeaking door. Go below and pick up the tools before returning to open the glowing crate with the tools. Now return to the cannibals with the root.

Success (Oh yes!)

When you are pulled out of the drink machine by LeChuck, pick up the bottle on the floor and spray him with it. That's it, you've done the business.



MONKEY ISLAND

SMALL TIPS -->

Small Tips bounds into the new year with a spring in its step, a song in its heart and a renewed vigour...

FRONTIER-ELITE II



Just so that you don't lose interest before you have actually got going in the space trading epic you should use this method to get the best possible start. Establish a good trading route, for instance buying robots at Barnards Star and taking them to anywhere in the SOL system and returning with luxury goods. As soon as you can buy yourself a half decent ship with two cabins, go to the bulletin board and look for two willing passengers to ferry to another system. Once they are on board go to the shipyard screen and try and buy any ship with a minus figure in front of it. The reason for this is that the more you try to sell your ship, the more credits you will require. This will earn you lots of money and when you have deposited your passengers at their destination you will be able to buy the Federation Panther. One of the best ships in the game.

PREMIER MANAGER 2

This is very similar to the cheat that was used in the original game and is accessed in a very similar manner using the telephone. Simply dial the following numbers and the benefits will be yours. 781560 pushes all the player abilities to maximum 220769 250967 000123

These numbers were supplied by a certain Michael Rochord of Wakefield and unfortunately he doesn't make himself entirely clear as to the effect of these last three numbers. He does waffle on a bit about the cheat being a one armed bandit which has hundreds of effects if that's any use.



CYBERPUNKS

Paul really enjoys Cyberpunks and therefore got very excited when he managed to get his hands on the codes for all of the levels. We finally managed to prise them away from him and here they are in all their glory.

Mission 1 - 471174
Mission 2 - 159361
Mission 3 - 066990
Mission 4 - 135642

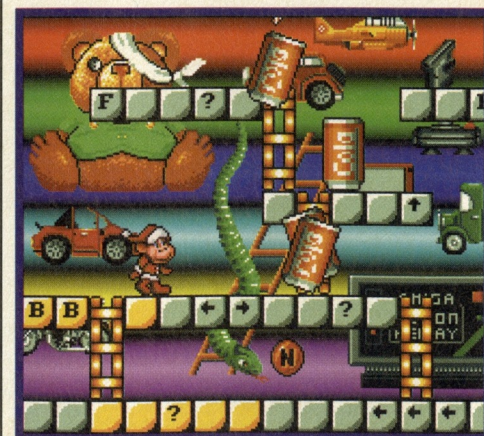


CHARLIE CHIMP 2

This was featured on the coverdisk of the wonderful issue 52 and the following cheat definitely works on the demo version, while we are also assured that it also works on the full game as well.

Simply press the left mouse button on the title screen and you will have access to one of the best cheat modes ever seen in Charlie Chimp 2. Now start the game as normal and use the following keys to help you out of any sticky situations.

HELP - Skip level
B - Bonus level
E - Extra level
1 - Gives Charlie a Baseball bat
2 - Gives Charlie a Hockey stick
3 - Gives Charlie a Tennis racket



ACTION REPLAY CODES

We had a bit of a burst of printing these a few months ago and then they suddenly stopped for no apparent reason. Well seeing as we're attacking this whole heartedly this month instead of employing the slap dash method that Paul normally uses, they're back.

Alien Breed 2

Player 1
Lives M81605
Ammo M81671
Keys M81679
Player 2
Lives M81805
Ammo M81871
Keys M81879

Arabian Nights

Energy M6BFBB
Lives M6BFBA

Alien Storm

Credits TFD 8896

Warzone

Player 1 lives M15D65
Player 2 lives M15D83

Alien Breed

Lives M85A45
Keys M85A5B
Ammo M85A53

Alien 3

Gun M368A5
Grenade Launcher M368A9
Flame Thrower M368A7
Grenades M368AB
Prisoners M36871
Time M368C7



DIAL-A-TIP

HINTS N TIPS N CHEATS N POKES

CHEATS GALORE

0891 445 937

(LAST WEEK'S MESSAGE - 0891 101 235)

NINTENDO CHEATLINE	0891 445 769
CONSOLE GAME TIPS	0891 445 772
CONSOLE HOTLINE	0891 445 771
STREET FIGHTER 2	0891 445 940
DESERT/JUNGLE STRIKE	0891 445 957
MORTAL KOMBAT	0891 445 987
SUPER MARIO WORLD	0891 55 924

IF YOU'RE HAVING PROBLEMS WITH A GAME, WHY NOT CALL OUR QUESTIONS AND ANSWERS SERVICE TO SEE IF WE CAN HELP

0891 445 768

FOR FREE MEMBERSHIP TO THE CHEAT CLUB

0891 445 939

(ALL CALLERS ON THIS LINE WILL RECEIVE A FREE SOFTWARE DISCOUNT VOUCHER)

ALL CHEATLINES ARE UPDATED EVERY WEEK

GUIDING LIGHT COMPUTER SERVICES LTD

PO BOX 17, ASHTON-UNDER-LYNE, OL6 0WW.
IF YOU'RE UNDER 18 PLEASE ASK PERMISSION
BEFORE YOU CALL. MAXIMUM CALL CHARGE £3.60

STILL THE BEST!

COMPUTE-A-RACE+ £19.99 THE FINAL EDITION

After over 3 years of research and development, Compute-A-Race - The Final Edition has been released.

WHAT DOES IT DO?

Compute-A-Race+ is a Horse Racing Prediction Program written exclusively for the Amiga. The program can predict races, select bets, calculate return and will advise on most aspects of British Horse-Racing.

IS IT COMPLICATED TO USE?

No. Features an ease of use for both the 1st time buyer and more experienced user alike. Within days inputting a race will become second nature.

WILL I NEED REGULAR UPDATES?

No. Re-designed for long-term use, The Final Edition is the ONLY prediction program you will ever need. No further purchase necessary.

WHEN SHOULD I ORDER COMPUTE-A-RACE+?
NOW. Betting for profit is betting for fun!!

COMPUTE-A-RACE+ - THE FINAL EDITION - £19.99

(Master Disk, Data Disk, Manual, Wallet, Labels). As featured in The Sporting Life. ORDER NOW!

Cheques/P.O. Payable to HANDISOFT (Mail Order ONLY)
Handisoft, 37 Hearsall Lane, Spon End, Coventry, CV5 6HF

PATHFINDER PD

(AA), 41 Marion Street,
Bingley, West Yorkshire.
BD16 4NQ

Don't let our small advert deceive you! We are now in our third year of trading & have over 6,000 programs in stock. Why not send a stamp for our

FREE DISK CATALOGUE

listing all our titles (including Fish 1-925) & A1200 compatibility.

SPECIAL VALUE PACKS

A1200 OWNERS PACK - 5 disks ONLY £4.99
Contains Kick 1.3 (solves most compatibility problems),
WB3 SCREENS (customise workbench),
AGA pictures (show off the Amiga's graphics),
AGA TETRIS (good game with lovely graphics),
WINBLEND (create 256 colour fractals) (AA only)
BEGINNERS PD PACK - 5 disks ONLY £4.99
Contains - Database, Wordprocessor, File manager, Disk
copier & Home Accounts program. (+AA).
Listed below are just a small selection of our most popular titles,
ONLY £1.05 per disk (1-6 disks) or 99p per disk for orders of 7 or more:
AA=A1200 O.K. (+)=Plus & 600 o.k.
PS65 A1200 Manga Pics - (4 disks £4.20) (AA)
PU139 D-COPY V3.1 - The latest version of this popular disk copier. (+AA)
PU131 ADVENTURE CREATOR (Write your own game)(+AA)

PG210 AMOS CRICKET V2 - Update to this popular title. (+AA)
PG187 ALIEN BASH - Shoot 'em up (+AA)
PG211 THE LAST REFUGE - Space invaders-medieval style! (+AA)
PG212 MOTOROLA INVADERS - (2 disks-£2.10)(AA only)
PG209 ROBOULDEX - Boulderdash style (+AA)
PG213 ROAD TO HELL - Car racing (+AA)
PG189 WIBBLE WORLD GIDDY - (+AA)
PG222 D-SOLVE CROSSWORD - (AA only)
PD124 A1200 INTROS - AGA demos (AA only)
PU144 ASSASSINS FIX DISK - solves many compatibility problems (AA only)

ACCESSORIES

100 DSDD Disks £39.99
Dust covers (available for A500 & Plus,
A600 & A1200 - please state) all £3.99 each
Mouse Mat £2.99
Disk Drive Cleaning Kit with software £2.99

POST & PACKING orders under £6 please add 60p, orders over £6 FREE

FOOTBALL TACTICIAN 2

NEW enhanced version sets even higher standards and breaks more records.

Firmly established as the definitive interactive football strategy game, FOOTBALL TACTICIAN 2 is now available in three superb versions:

FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. **FT2 SCOTLAND** the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. **FT2 ITALIA** with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league!

Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved and won if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge?

Try FOOTBALL TACTICIAN 2 for a totally different football experience!

What makes Football Tactician 2 so special?

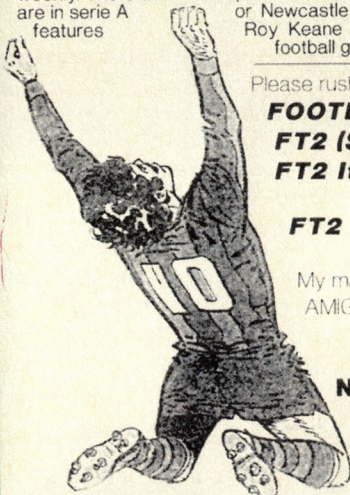
- Biggest ever multi-user system: up to 46 users (yes forty-six! who said four was the limit?)
- Now with new rating system reflecting managers' ability and achievements.
- First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation, mark players or inspect possession.
- Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, nationalities, playing positions, fitness, morale, market valuation and performance.
- Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out and examined.
- Professional recording: 36 matches always recorded for full-scale replay at ANY time!
- First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' or 'time-wasting' when Jim Parker is in charge! The message is clear: know your refs.
- Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. No waiting. No delays. Smoothness of action is FT2's hallmark.
- Most accurate editor: built-in intuitive editor capable of entering new players and fine tuning all parameters. It goes without saying that this is essential for the serious user.
- 16 different tactics from rough play to offside-trap, all adjustable throughout the match. You manage your side before AND during the match. No guessing. No falling asleep.
- Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

- FA Premiership and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
- Man of the Match, PFA Player of the Year, PFA Young Player of the Year, Footballer of the Year, Manager of the Year, Transfer deadline, Pitch invasions, Fights between players.
- Easy selection of penalty takers, free-kick takers, long throwers, wingers, captains, ball winners, playmakers, overlapping full backs, reserves, substitutes, player managers...
- Unique database-type search facility to locate any player in the league.
- Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
- Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.
- Plus mid-week transfer and fitness news from all 46 clubs.
- Thirteen different charts: top scorers, super-subs, penalty kings, hat-trick heroes, most bookings, most consistent player, most caps, etc, etc...
- Friendlies, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A or Newcastle in Division One? Who wants to play a game that Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



Please rush 1 copy of

FOOTBALL TACTICIAN 2 £22.95 ☐

FT2 (Scotland) £22.95 ☐

FT2 Italia (serie A and serie B) £22.95 ☐

FT2 Double Pack (tick any two) £29.95 ☐

My machine is an

AMIGA A500 (one meg) ☐

A1200 ☐

A600 ☐

ATARI ST/STE ☐

Name

Address

I enclose cheque for

Visa or Access orders, same-day dispatch.

My Visa number is

Overseas please add £1 p&p

TALKING BIRD 0702 523607
5 Minster Close Rayleigh Essex SS6 8SF

WAR ZONE

Publisher: Corkers

Price: £9.99

Yet another shoot-em-up. Clad in the stereotypical warfare gear an Arnold Schwarzenegger-type fighter, who is amazingly resilient and extremely nippy, is challenged with eight scenarios of ultimate combat.

Based around a vertically scrolling screen, the fighter blasts his way through enemy warships, jungles, swamps and sewers before reaching the enemy's secret base. Enemies range from 'fodder' types who will require only a couple of hits to kill, all the way through to others who have to be attacked numerous times before they collapse.

Each level is also abundant with deadly weapons, bonuses and upgrades to collect. The challenge is picking them up from their concealing barrels without catching the continuous crossfire... dithering means destruction. A light one disk game that would definitely buck up a dreary day.

REVIEWED BY:
Neil

SCORE 70%



TORVAK THE WARRIOR

Publisher: Corkers

Price: £9.99

Moving onto the beat-em-ups, and Torvak certainly does that. Striking his way through five levels each with five zones, the Ragnorian warrior reeks revenge on the evil Necromancer who has ravaged his homeland.

The player begins the angry quest with a double-headed axe, and collects the Broadsword, Warhammer and most powerful of all the Morning Star. Like any other violent quest Torvak is not without blood and guts. Throughout the massacred land of Ragnor the player encounters 35 different aliens who peck, stab, sting, thump or hack at the whopping warrior in an attempt to counter his reek for revenge.

Bonus strengths are littered throughout the levels to prepare Torvak for the final showdown at Necromancer's castle. Despite the speed and adventure the gameplay offers no originality, but it's not bad for a few quid.

REVIEWED BY:
Rachel

SCORE 67%

SILLY PUTTY

Publisher: GBH

Price: £9.99

Well with a name like that what do you expect? Something silly... well that's what you've got. Putty Moon, where the putties can normally ooze away in peace, is in the a lot danger. An evil wizard called Dazzledaze and Dweezil his sinister cat are planning to capture all the little chewy Putties and ship them off to earth to be used as chewing gum. All is not lost though as brave Billy Putty bounces into action to save the friendly Bots as well as his own chewies.

By using the wide range of Putty's movements and special functions you must collect the scattered Bots and get them to places of safety, whilst racing the clock. Along the mission you will encounter all kinds of enemies and hazards which are to be punched, squashed, or even absorbed. Putty may even have to mould himself into another character to overcome the dilemmas that arise.



REVIEWED BY:
Rachel

SCORE 85%

SPACE CRUSADE

Publisher: GBH

Price: £9.99

Space Crusade is a science fiction role-playing game in which you control a commander and four marines whilst battling an unknown alien. Your commander starts off as a Sergeant and you work through the ranks. The alien is played by the computer. Each game is a mission. After the marine players have chosen the marine chapter they wish to represent and their weapons, they embark on the mission that has been chosen.

As the marines explore the game map they encounter aliens, and can score points for eliminating their opponents. Basically the player who scores the most points wins.

Space Crusade had a lot of potential but the final result proves pretty basic. The graphics do nothing to persuade the player that the game is interesting, as they remain rather bland and unimaginative. Having said that, if you're looking for a simple science fiction then Space Crusade will not let you down.



REVIEWED BY:
Rachel

SCORE 70%



CORPORATION

Publisher: Corkers

Price: £9.99

Corporation takes the player into the role of an agent commissioned from the internationally renowned Zodiac espionage agency to infiltrate the headquarters of the Universal Cybernetics Corporation.

The game offers a totally authentic three-dimensional environment with 360 degree rotation. The players can walk, run, jump and even inch their way along the maze of corridors which make up the building.

A certain amount of money is awarded at the beginning of the game which has to be spent on armour, ammunition and equipment. The ultimate aim of the game is to penetrate the Cyborg manufacturing laboratory, collect an embryo and escape from the building. It's an intense, involving game with great atmosphere as well as exciting gameplay.

REVIEWED BY:
Rachel

SCORE 79%

POWERMONGER

Publisher: Hit Squad

Price: £9.99

Yet again the team Bullfrog have come up trumps with another computer game. It is original and enables the player to create anything. Bullfrog are committed to striking up a relationship between the player and the game. Purely platonic of course, and Powermonger is no exception.

It is a pretty complicated game that will take more than a drizzly afternoon to settle down and get into. There are 195 territories to conquer and to survive and prosper in one of them you will need to conquer settlements, get food and men as well as inventing both weapons and trading items. Whilst doing all this the player needs to bear in mind that the enemy are doing the same thing.

When you have brought two/three of the population under control you have effectively conquered it. Complicated but well worth the effort to get into and well worth the price.

REVIEWED BY:
Neil

SCORE 86%



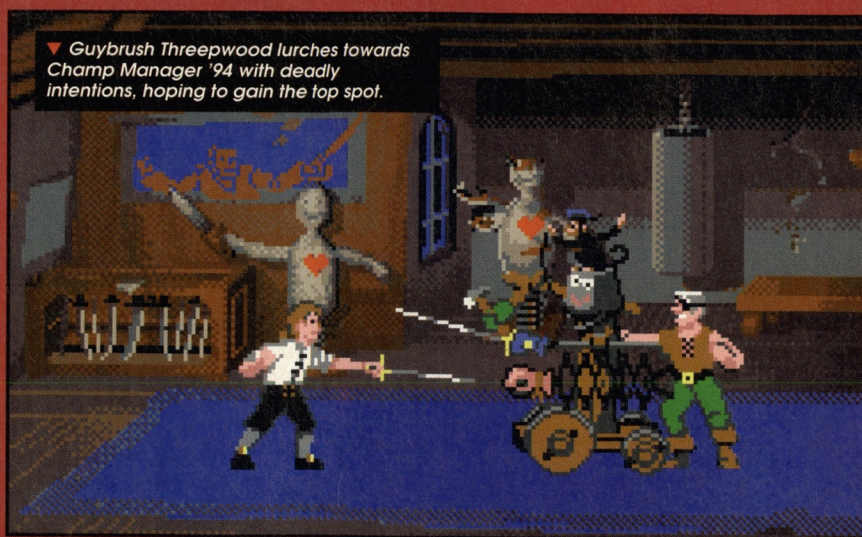
BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	CHAMP MANAGER 94 DATA DISK	DOMARK	£9.99	SPORTS SIM
2	3	MONKEY ISLAND	KIXX XL	£16.99	ADVENTURE
3	★	STREET FIGHTER 2	KIXX XL	£14.99	BEAT'EM UP
4	★	XMAS LEMMINGS	PSYGNOSIS	£14.99	PUZZLE
5	9	STRIKER	GBH	£9.99	SPORTS SIM
6	2	ALIEN BREED: SPECIAL EDITION 92	TEAM 17	£10.99	SHOOT'EM-UP
7	★	PUTTY	GBH	£9.99	PLATFORM
8	4	PROJECT X	TEAM 17	£12.99	SHOOT'EM-UP
9	8	TRIVIAL PURSUIT	HIT SQUAD	£7.99	QUIZ
10	★	CRYSTAL KINGDOM DIZZY	CODE MASTERS	£9.99	PLATFORM
11	10	DIZZY: PRINCE OF THE YOLKFOLK	CODE MASTERS	£7.99	PLATFORM
12	5	GRAHAM TAYLOR'S SOCCER CHALLENGE	BUZZ	£9.99	SPORTS SIM
13	★	POWERMONGER WW1 DATA DISK	HIT SQUAD	£14.99	STRATEGY
14	7	FIRST DIVISION MANAGER	CODEMASTERS	£7.99	SPORTS SIM
15	★	JAMES POND 2 - ROBOCOD	KIXX	£9.99	PLATFORM
16	18	JAMES POND	GBH	£7.99	PLATFORM
17	6	LINKS - THE CHALLENGE OF GOLF	KIXX	£16.99	SPORTS SIM
18	★	STARDUST	BLOODHOUSE	£16.99	SHOOT'EM UP
19	★	LEISURE SUIT LARRY	KIXX	£14.99	ADVENTURE
20	11	KNIGHTS OF THE SKY	KIXX	£16.99	FLIGHT SIM

★ = RE-ENTRY ★ = NEW ENTRY

Domark's Championship Manager data disk maintains its number one position in the budget charts for a second month, but is facing a stiff challenge from Kixx in the shape of Monkey Island, up one place to number two, and Streetfighter 2, straight in at number three. Psygnosis' yuletide Lemmings also put in an appearance, and put more pressure on the top spot. Further down the charts it's a case of double vision, with James Pond 1 and 2 occupying positions 15 and 16, whilst that fun-loving egg, Dizzy, has made the number 10 and 11 positions his own.



DIRECT SOFTWARE

AMACO2/YO, UNIT 3, CROSS KEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE, PE19 2AU.

ORDER HOTLINE:
0908 379 550

ACTION SPORT	£19.99
AIRBUCKS 1-2	£19.99
AIRBUCKS 1-2 (1200)	£22.99
AMBERMOON	£19.99
APOCALYPSE	£16.99
AQUA ADVENTURE	£9.99
ARSENAL	£16.99
ATAC	£22.99
A-TRAIN CONSTRUCTION SET	£9.99
A320 AIRBUS U.S.	£21.99
A320 APPROACH TRAINER	£21.99
AWARD WINNERS 2	£19.99
BARDS TALE TRILOGY	£22.99
BATTLE CHESS	£10.99
BATTLE ISLE '93	£16.99
BENEATH THE STEEL SKY	£19.99
BENEFACOR	£19.99
BENEFACOR (1200)	£19.99
BLADE OF DESTINY	£25.99
BLUES BROTHERS	£8.99
BOB'S BAD DAY	£16.99
BURNING RUBBER (1200)	£16.99
CAESAR DELUXE	£19.99
CAMPAIGN 2	£22.99
CAPTIVE 2	£19.99
CASTLE 2 (1200)	£22.99
CARTOON RACER	£16.99
CELTIC LEGENDS	£19.99
CHUCK ROCK 2	£16.99
CIVILISATION (1200)	£25.99
COMBAT AIR PATROL	£19.99
CONTINENTAL CIRCUS	£5.99
COSMIC SPACEHEAD	£16.99
CREEPERS	£19.99
CURSE OF ENCHANTIA	£12.99
CYBERON (XL)	£8.99
CYBER PUNKS	£16.99
CYBERSPACE	£22.99
DARKMERE	£19.99
DELUXE MUSIC CONSTRUCTION SET 5	£57.99
DENNIS	£16.99
DENNIS (1200)	£17.99
DEVIOUS DESIGNS	£9.99
D-GENERATION	£10.99
DIGGERS	£19.99
DINOWORLDS	£19.99
DONK	£16.99
DOODLEBUG	£10.99
DRACULA	£19.99
DREAMLANDS	£19.99
DREAM WEB	£22.99
DUNE 2	£17.99
EYE OF THE BEHOLDER 2 (1 MEG)	£23.99
EUROPEAN CHAMPIONS (1200)	£16.99
EXCELLENT GAMES COMPILATION	£22.99
FANTASTIC DIZZY	£16.99
FATAL STROKES	£19.99
FERRARI GRAND PRIX	£16.99
FIRE + ICE	£16.99
FLIGHT OF THE INTRUDER	£9.99
4D DRIVING	£5.99
F1	£16.99
FOOTBALL MANAGER 3	£15.99
FORMULA ONE TEAM MANAGER	£19.99
FORMULA 1 GRAND PRIX	£23.99
F16 STRIKE EAGLE 2 (1 MEG)	£14.99
GAMES MACHINE	£19.99
GAUNTLET 2	£7.99
GENESIA	£19.99
GLOBAL DOMINATION	£22.99
GLOBULE	£19.99
GLOBAL GLADIATORS	£16.99
GOBLINS 3	£22.99
G2	£16.99
GULP	£19.99
GUNSHIP (XL)	£8.99
HANNA BARBERA ANIM	£31.99
HERO QUEST 2 LEGACY	£16.99
INDIANAPOLIS 500	£8.99
ISHAR 2	£19.99
INNOCENT	£22.99
JAGUAR XJ220	£9.99
JAGUAR XJ220 (1 MEG)	£9.99
JAMES POND 2 (ROBOCOD)	£18.99
JAMES POND 3	£19.99
JAMES POND 3 (1200)	£19.99
JET STRIKE	£16.99

T O P 5 0

A-TRAIN	£22.99
ALIEN BREED 2	£16.99
ALIEN BREED 2 (1200)	£19.99
ALIEN 3	£16.99
BODY BLOWS	£17.99
BODY BLOWS GALACTIC	£17.99
BODY BLOWS GALACTIC (1200)	£19.99
BRUTAL SPORTS FOOTBALL	£16.99
BURNING RUBBER	£16.99
CHAMP MANAGER '93	£16.99
CHAOS ENGINE	£16.99
CHAOS ENGINE (1200)	£16.99
CHESS CHAMPION	£12.99
COMBAT CLASSICS 2	£19.99
DESERT STRIKE	£19.99
DIGGERS (1200)	£22.99
DISPOSABLE HERO	£16.99
DUNE 2	£19.99
EUROPEAN CHAMPIONS	£16.99
FLASHBACK	£19.99
F17A KNIGHT HAWK	£22.99
FRONTIER (ELITE 2)	£21.99
FURY OF THE FURRIES	£19.99
GOAL	£12.99
GRAHAM GOOCH WORLD CRICKET	£19.99

BLANK DISKS

20	£11.00
50	£20.00
100	£33.00
250	£73.00

AMIGA PACK 1

JIMMY WHITES
NIGEL MANSELL
FOFT
£15.99

AMIGA PACK 2

ZOO, THUNDERSTRIKE
CLOUD KINGDOM
COMBO RACER
£13.99

FRONTIER

(ELITE 2)
£21.99

MORTAL

KOMBAT P A R K
£19.99

JURASSIC

P A R K
£16.99

ALIEN

3
£16.99

CANNON

FODDER
£19.99

T . F . X .

£22.99

LEMMINGS

2
£14.99

PREMIER

MANAGER
2
£14.99

Z O O L

2
£14.99

UTILITIES & EDUCATIONAL

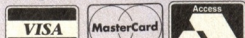
AMOS 3D (REQUIRES AMOS)	£22.99
AMOS COMPILER (REQUIRES AMOS)	£19.99
AMOS EASY	£22.99
AMOS PROFESSIONAL	£32.99
AMOS PROFESSIONAL COMPILER	£24.99
DELUXE PAINT 4 (1 MEG)	£55.49
DELUXE PAINT 4 (AGA)	£60.49
HOME ACCOUNTS 2	£34.99
KINDWORDS 3 (WORD PROCESSOR)	£29.99
MINI OFFICE	£35.99
(WORD PROCESSOR, SPREADSHEET, DATABASE, DISK UTILITIES)	
MAXIPLAN 4	£29.99
THE PUBLISHER	£29.99
WORDSWORTH V.2	£76.49
MOUSE MAT	£2.00
EXTERNAL DISK DRIVE	£49.99
80 LOCKABLE DISK BOX	£5.99

ADI ENGLISH (11-12)	£16.99
ADI FRENCH (12-13)	£16.99
ADI FRENCH (13-14)	£16.99
ADI JUNIOR COUNTING (6-7)	£14.99
ADI JUNIOR READING (4-5)	£14.99
ADI JUNIOR READING (6-7)	£14.99
ADI MATHS (11-12)	£16.99
ADI MATHS (12-13)	£16.99
ADI MATHS (13-14)	£16.99
FUN SCHOOL 3 (2-5)	£14.49
FUN SCHOOL 3 (5-7)	£14.49
FUN SCHOOL 4 (7+)	£14.49
FUN SCHOOL 4 (2-5)	£16.49
FUN SCHOOL 4 (5-7)	£16.49
MERLIN MATHS (7-11)	£16.99
MEGA MATHS A LEVEL	£17.49
MICRO ENGLISH	£17.49
MICRO FRENCH	£17.49
MICRO GERMAN	£17.49
MICRO MATHS	£17.49
MICRO SCIENCE	£17.49
MICRO SPANISH	£17.49
NODDY'S BIG ADVENTURE	£16.99
PAINT + CREATE (UNDER 5'S)	£16.99
SPELLING FAIR (7-13)	£16.99

JIMMY WHITE SNOOKER	£7.99
JOHN MADDENS FOOTBALL	£16.99
KAWASAKI TEAM GREEN	£16.99
KICK OFF 2 (1 MEG)	£8.99
KICK OFF 2 FINAL WHISTLE	£9.99
KIT VICIOUS	£16.99
KINGDOM OF GERMANY	£19.99
KINGS QUEST 6	£22.99
K240	£19.99
LAMBOURGHINI	£16.99
LEGACY OF SORASIL	£16.99
LIONHEART	£8.99
LORD OF THE RINGS 2	£19.99
LOTUS TRILOGY	£24.99
MAELSTROM	£22.99
MAN, UTD PREMIER CHAMPIONS	£19.99
MARIO IS MISSING	£19.99
MEAN ARENAS	£16.99
MONOPOLY	£18.99
MORPH (1200)	£19.99
MR. NUTZ (1200)	£17.99
MR. NUTZ (600)	£16.99
NICK FALDO'S GOLF	£18.99
NIGEL MANSELL WORLD CHAMPIONSHIP	£19.99
NIGEL MANSELL GRAND PRIX	£14.99
ONE STEP BEYOND	£12.99
OSCAR	£16.99
OSCAR (1200)	£16.99
OVERDRIVE	£16.99
PAPER BOY 2	£6.99
PGA TOUR GOLF + COURSES	£18.99
PINBALL DREAMS	£15.99
PREDATOR 2	£5.99
PREHISTORIK 2	£16.99
PREMIER MANAGER	£9.99
PRIME MOVER	£19.99
PRINCE OF PERSIA	£9.99
POPULOUS/SIM CITY	£16.99
POPULOUS 2	£17.99
POPULOUS 2 (1 MEG)	£18.99
POPULOUS 2 + DATA DISK	£21.99
POWER HITS	£19.99
RALLY	£16.99
RAMPART	£15.99
REALM OF DARKNESS	£16.99
ROAD RASH	£19.99
RYDER CUP	£16.99
RYDER CUP (1200)	£16.99
SABRE TEAM	£15.99
SECOND SAMURAI	£19.99
SEVENTH SWORD OF MENDOR	£16.99
SILENT SERVICE 2 (1 MEG)	£22.99
SIM CITY DELUXE	£22.99
SIM CITY/LEMMINGS	£19.99
SIM CITY TERRAIN EDITOR	£8.99
SIMLIFE	£22.99
SOCCER KID	£16.99
SORCERER	£22.99
SORCERER (1200)	£25.99
SPACE ADVENTURE	£22.99
SPRITZ PAINT	£5.99
STAR TREK 25TH ANNIV (1200)	£22.99
STRIKE SQUAD	£22.99
SUPER LEAGUE MANAGER	£16.99
SUPER HERO	£19.99
TERMINATOR 2	£18.99
TERMINATOR 2 COIN OP	£19.99
TENSIA	£16.99
TFX (1200)	£21.99
TORNADO	£22.99
TOTAL CARNAGE	£18.99
TURRICAN 3 (600)	£16.99
TURRICAN 3 (1200)	£16.99
TWILIGHT 2000	£22.99
TWILIGHT 2000 (1200)	£22.99
ULTIMA 5	£9.99
ULTIMATE PINBALL	£19.99
UMS COMPILATION	£28.99
U96	£22.99
WALKER	£18.99
WAR IN THE GULF	£21.99
WESTERN FRONT	£19.99
WHEN 2 WORLDS WAR	£19.99
WING COMMANDER	£19.99
WIZ KID	£18.99
WIZ & LIZ	£19.99
WOLF CHILD	£11.99
WWF WRESTLING 2	£15.99
ZOO	£9.99

Please charge my Access/Visa No:

ORDER FORM



Please supply me with the following for:

Computer:.....

Titles	Price
POST & PACKING	
TOTAL	

Expiry Date: /

DATE:

NAME:

ADDRESS:

.....

.....

POST CODE:

TEL:

Please make cheques & PO's payable to:

DIRECT SOFTWARE, AMACO2/YO, UNIT 3, CROSS KEYS SHOPPING MALL, ST. NEOTS, CAMBRIDGESHIRE. PE19 2AU.

POST AND PACKING

UK = £1.00 PER ITEM

EEC = £3.00 PER ITEM

NON EEC = £4.50 PER ITEM

ALL TERMS SUBJECT TO AVAILABILITY.
ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE, E. & O.E. PLEASE NOTE: MAIL ORDER COMPANIES MAY TAKE UP TO 28 DAYS TO DELIVER GOODS FROM RECEIPT OF ORDER.
PLEASE ALLOW FOR CHEQUE CLEARANCE

AMIGA ACTION FEB'94

BACK ISSUES

At just three quid a chuck, no-one should be without their very own library of Amiga Actions. Fill in the coupon with the couple of dozen or so you require, and send it - along with some dosh to the address below. '



ISSUE 44 MAY 1993.

CODE 8485.

Cover - Desert Strike
Three huge coverdisks! - Superfrog, Chuck Rock II, Dizzy, Sink or Swim, Super Cauldron, Deluxe Pacman.
Features - Amiga CD-ROM, CompuServe, Bullfrog.
Reviews - Desert Strike, Jurassic Levels, B17, Abandoned Places 2, Arabian Nights, A-Train, Historyline.
GTGA - Sabre Team, Dragon's Lair III

ISSUE 45 JUNE 1993.

CODE 8486.

Cover - Superfrog
Coverdisk Demos - Hired Guns, Deathbringer, Donk, Assault, Crazy

Sue, AmigaQ, Isolation
Features - Lemmings 2, Superfrog, Zool 2, CompuServe
Reviews - Cohort II, Flashback, Graham Gooch Cricket, Sink or Swim, Superfrog.
GTGA - Flashback, Body Blows, Superfrog

ISSUE 46 JULY 1993.

CODE 8487.

Cover - Goal!
Coverdisk Demos - Bully's Sporting Darts, Match of the Day, Gunship 2000, Amiga Worm, Pharaoh's Curse, Mutants from Mars, Battle Cars 3D, Trek-Trivia
Features - Zool 2, Compuserve
Reviews - Ancient Art / War in the Skies, Beavers, Champ Manager '93, Goal!, International Rugby, Morph, Nippon Safes Inc., War in the Gulf, Woody's World, Worlds of Legend.
GTGAs - Desert Strike, Flashback, Trolls

ISSUE 47 AUGUST 1993.

CODE 8488.

Cover - Zool 2
Coverdisk Demos - Syndicate, Blastar, F1 Challenge, Battle Cars 2
Features - Zool 2, War Games, Manga Video
Reviews - 1869, Battle Isle, Dune II, Firehawk, Gunship 2000, Ishar 2, Mean Arenas, Space Legends, Super

Cauldron, Syndicate, Whale's Voyage.
GTGA - Civilization, A.Nights, Morph

ISSUE 48 SEPTEMBER 1993.

CODE 8489.

Cover - Dracula
Coverdisk Demos - Stardust, Tensai, Universal Warrior, Grav Attack, Jump 'n' Roll
Features - War Games Part 2, Realms of Darkness
Reviews - Animation Classics, Beastlord, Campaign Data Disk, D-Day, Global Gladiators, Lost Vikings, Nicky 2, Robocod A1200, Scrabble, Yo! Joe!
GTGA - Civilization, Reach fo the Skies, Gunship 2000, Dune II

ISSUE 49 OCTOBER 1993.

CODE 8490.

Cover - Soccer Kid
Coverdisk Demos - F117A, Deep Core, Nicky 2, Suburban Commando, Smurf Hunt, Winning Post, Defender
Features - CD Console, Making of Amiga Action, Beneath A Steel Sky
Reviews - A320 Airbus USA, American Gladiators, Blob, Deep Core, Hired Guns, Napoleonics, The Patrician, Sim Life A1200, Soccer Kid, Super Sport Challenge
GTGAs - Syndicate, War in the Gulf, Transarctica

ISSUE 50 NOVEMBER 1993

CODE 8491

Cover - Jurassic Park
Coverdisk Demos - Theatre of Death, Graham Gooch's Second Innings
Features - Cannon Fodder, Amiga Action's 50th issue
Reviews - Blade of Destiny, Blastar, Brutal Sports Football, Burning Rubber, Caesar DeLuxe, Diggers, Disposable Hero, Dogfight, European



Champions, F17 Challenge, Gearworks, Graham Gooch's Second Innings, Jurassic Park, Morph A1200, Premier Manager 2
GTGAs - Graham Gooch's World Class Cricket, Beavers, Goal!

ISSUE 51 DECEMBER 1993

CODE 8492

Cover - T2 the Arcade Game
Coverdisk Demos - Cannon Fodder, Brutal Sports Football
Features - Terminator 2 and Mortal Kombat, Rise of the Robots, Behind the Scenes at US Gold
Reviews - Alfred Chicken, Alien 3, Bob's Bad Day, Donk, Krusty's Fun House, Micro Machines, NASCAR, Oscar CD32, Overdrive, Perihelion, Pinball Fantasies CD32, Uridium 2, Theatre of Death, Turrican 3, Qwak
GTGAs - Hired Guns

ISSUE 52 CHRISTMAS 1993

CODE 8493

Cover - Beneath A Steel Sky
Three huge coverdisks! - Bob's Bad Day, Campaign 2, Charlie Xmas Chimp, Jack the Ripper, Goochy Classic Match.
Features - Rise of The robots pt2, Behind the scenes at Gallup, The Next Step (retrospective).
Reviews - Alien Breed 2, Beneath a Steel Sky, Xmas Lemmings, D/Gen CD32, F117A, Frontier, Globdule, Prime Mover, Second Samurai, Space Hulk, Stardust, Wiz 'n' Liz, Wonder Dog.
GTGAs - Theatre of Death, The Patrician

ISSUE 53 JANUARY 1994

CODE 8494

Cover - Beat 'em-up Special
Coverdisk Demos - Alien Breed 2, Disposable Hero, Dinosaur Detective Agency
Free GTGA Book - Alien Breed 2, Space Hulk, D-Hero, Classic Tips
Features - MysterX
Reviews - Body Blows Galactic, Bubba 'n' Stix, Campaign 2, Cannon Fodder, Cyberpunks, Dino Detective Agency, Doofus, Elfmania, Jet Strike, Kingmaker, Liberation, Magic Boy, Microcosm, Mortal Kombat, Overkill, Sleepwalker CD32, Suburban Commando, When Two Worlds War, Zool 2.
GTGAs - Overdrive, Yo! Joe!

Send me my back issues!

Please write the code of the magazines you want. Each issue costs £3. Send this form and a cheque or postal order payable to Database Direct, to: Amiga Action Back Issues, Database Direct, Ellesmere Port, South Wirral, L65 3BN. Offer subject to availability.

Issue/Code:

Name

Address

Age

Telephone

Remember to fill in all of this form! If there are any problems, please telephone 051 357 2858.

☐ Please tick if you don't wish to receive promotional material.

SUBSCRIBE TO AMIGA ACTION

1 GET AMIGA ACTION
DELIVERED TO YOUR DOOR!

2 SAVE UP TO £18 OFF
THE COVER PRICE!

3 CHOOSE ONE OF THESE
THREE GREAT OFFERS! →

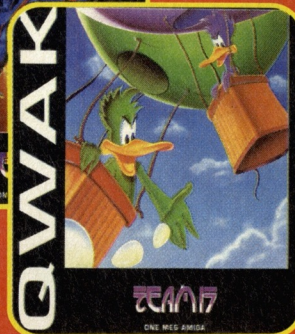
Subscription hotline
051 357 1275



CARDIAXX



FREE!



Please send me my mags & coverdisks

Tick appropriate box

6 months - £19.50 (no free game - UK only)

12 months - £42* (free game + £6 saving)

24 months - £72 (free game + £18 saving - UK only)

*UK price £42. If in Europe add £8 ☐ If outside Europe add £18 ☐

☐ Please tick if you do not wish to receive promotional material from other companies

New Sub Renewal

☐ ☐

☐ ☐

☐ ☐

My choice of game is:-



PINBALL FANTASIES

☐ FREE



CARDIAXX/QWAK

☐ FREE

Please tick one box.



OVERDRIVE

☐ FREE

METHOD OF PAYMENT

☐ Visa ☐ Access ☐ Postal Orders (UK only) ☐ Cheque (UK only)*

☐ Direct Debit (Please complete form at bottom of page)

Credit card no.

Credit card expires / Date

Signature *made payable to Europress Interactive

MY NAME AND ADDRESS

NAME

ADDRESS

PHONE No. POSTCODE

PLEASE POST THIS ORDER FORM TO:
Europress Direct, FREEPOST, Ellesmere Port, L65 3EB

SUBSCRIPTION DIRECT DEBIT INSTRUCTIONS

Please complete this section to
instruct your Bank/Building
Society to make payments directly
from your account. Then return
this form to us - no stamp needed!

Europress Direct
FREEPOST
Ellesmere Port
South Wirral L65 3EA

Originator's Identification No.

Ref No.

Bank/Building Society may decline to
accept instructions to pay Direct Debit from
some types of accounts.

Name of Bank/Building Society

Address

Name of Account

Your Account No.

Sort Code

Signature(s)

Date

Your subscription will commence with the
first available issue.

Your instructions to the Bank/Building Society:

- I instruct you to pay Direct Debits from my account at the request of Europress Ltd.
- The amounts are variable and may be debited on various dates.
- NO ACKNOWLEDGEMENT REQUIRED.
- I understand that Europress may change the amounts and dates only after giving me prior notice.
- I will inform the Bank/Building Society in writing if I wish to cancel this instruction.
- I understand that if any Direct Debit is paid which breaks the terms of the instruction, the Bank/Building Society will make a refund.

AMIGA *Why settle* COMPUTING *for less?* **Out now!**

Amiga Computing's February 1994 issue is your chance to start 1994 with a magazine which covers the whole Amiga world in depth, from games to the most exciting Amiga software and hardware. This month's issue is packed not only with reviews of the latest games, but features on the best Amiga add-ons and an inside look at how the Amiga is making movie history!

Digital DaVincis

From Dr Who to Star Trek VI, we talk to the artists who have taken the Amiga to the forefront of Hollywood graphics design. Ron Thornton, Dave Gibbons, and Bradley Schenk tell all!



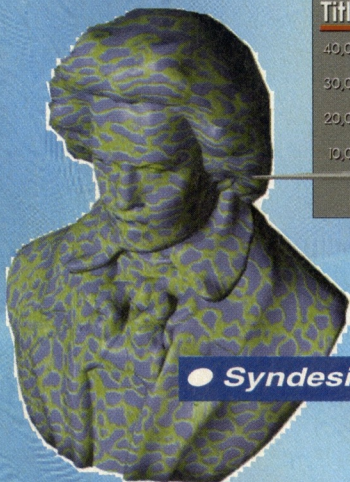
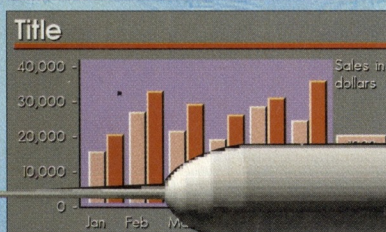
● Sampler round-up



● Flight sim round-up



● Scala vs Mediapoint



● Syndesis CD-ROM

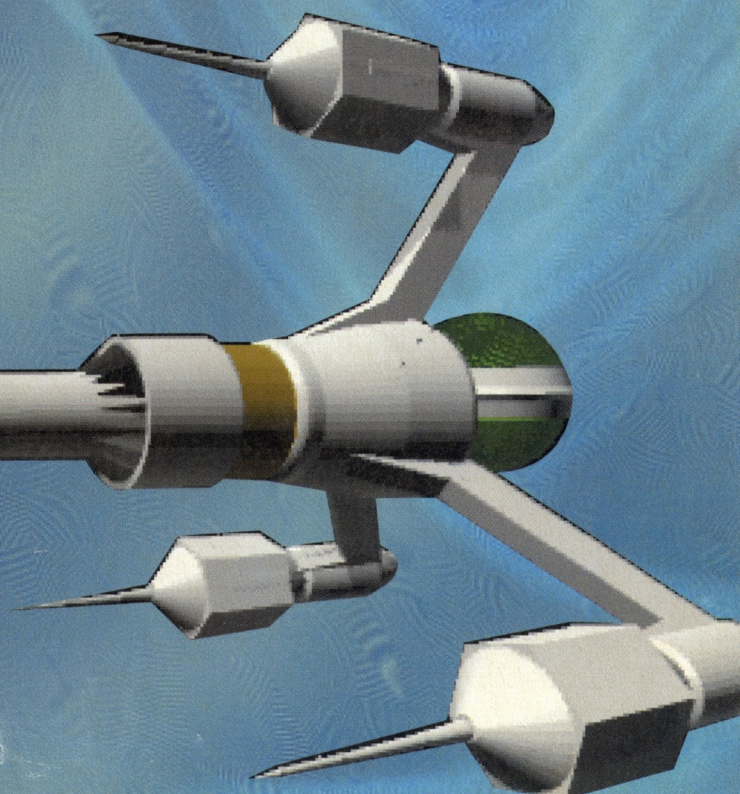
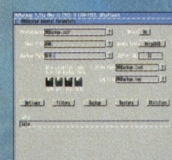
TWO DISKS!

Packed with commercial and shareware software, including

● *The Publisher* – a complete DTP package

● *MR Backup Professional* – fast hard drive backup

Don't miss it!



TALKBACK

MISUNDERSTOOD

My letter in AA52 didn't get the response I had hoped for. You mention that readers would go out and buy the games, but I said old, ie. classic games, not in circulation any more. Softy companies can re-utilise what are now redundant games, and the growing numbers of Amiga owners ensures that the games will be appreciated, and further, not everyone bought the games when released.

Earth-shatterers such as Xenon, Road Runner etc. Readers could also suggest what they would like to see on disks and your growing number of overseas subscribers would benefit, as they don't get software at the UK prices.

Kiran Harry (subscription ref 803878/22, three years running), Gaborone, Botswana.

OK, I kind of see what you mean

now. Thanks for clearing it up. (Check out the rest of the letters on these pages for an answer). Now have yourself a game as part of the all new generous Amiga Action regime, Kiran.

HERE WE GO

I have never before felt the need to complain about anything whatsoever in Amiga Action, but I feel a great injustice has occurred, or the greatest practical joke of the year is being played on us.

I am of course referring to the unbelievable position of Kick Off 2 in your Superleague charts – an incredible 35th in the sports league. This of course must be a mistake, as it surely can't be the same KO2 which was named best game of all time last year in one of your colour supplements. Or the same KO2 which remained unchallenged in the old Superleagues. (Blah-de-blah, blah-de-blah, blah-de-blah-

de-blah, rant, rave, bleat, etc.)–

Andrew Bass, Nuneaton.

It's no mistake Andrew and neither is it a joke. Kick Off 2 was an excellent product on its release – the best footy game around and debatably the best all round sports sim. Things move on though and many better games have been released since then.

Also, the Superleagues are more of a team effort these days, and since everyone on "the team" can name any number of better sports games (including Bully's Sporting Darts, which you berate in your letter, but which we include in the 'leagues as a self-indulgence, despite the fact it's a budget release), the old master has slipped. Sorry. Have a game though...

Another gander at your quibbles, more revelling in your praise, with a song or two along the way...

PRIZES GALORE

I would like to refer you to my competition entry and a registered letter requesting the results of your (Nigel Mansell) competition held in the February issue of Amiga Action. I do not recall seeing the results published in a copy of Amiga Action and felt sure I was amongst the winners.

R.J. Squire, Clwyd, North Wales.

What on earth has happened to the competition results? Many moons ago I purchased Amiga Action, largely because of the stonkingly good Team 17 competition and have been buying it ever since. However, none of the competition results from that month (or any other since, for that matter) have

STAR LETTER

Kiran's mate!

In issue 52, Kiran Harry sent in a confused, and let's face it, rather bizarre letter about full games on coverdisks. No, everyone is not very happy Kiran, but I do agree with your argument, so here is the letter you should have written. (And you said that I was condescending, No-name? – Paul.)

Everyone who ever owned a Commodore 64 will remember that for years the covertapes had full games as well as demos of new games. I know that C64 games cost £10, while Amiga games averaged around £25, but there must be hundreds of classic old Amiga games that do not sell anymore.

Software companies are not making money from these long forgotten classics and even though some Amiga owners may own a number of these games, the majority of your readers will not have had the chance to experience games as they once used to be.

Putting these old games on the disks will even benefit the software companies. If the reader likes the game, then interest will be generated in the company's new releases. In effect, they can advertise their latest games on the coverdisk.

I am aware of some law that ELSPA have created to stop full price games being

released on coverdisks, but personally, I feel that this is a stupid law, set up by people who have no right to do that. Pressure from the software companies would crush them underfoot.

Chris Hardy, Longfield, Kent.



Full games on mags would be a tremendous selling point, it's true, but the fact is that the ELSPA (European Leisure Software Publishers' Association, of which our company, Europress, is no longer a member) accord – it isn't strictly a law – was set up primarily to protect the software companies, not restrict them.

Our readership currently stands at just a few dozen short of 60,000, meaning that the appearance of a full game on our coverdisk could theoretically deprive the combined software companies of 60,000 sales. The software industry – and you users – depend heavily on software sales for future support of your machines and although this company is by no means bound by the accord, we choose to bide by it. Perhaps in time some mags will feel that flagging sales and lack of content necessitate the inclusion of full games, but we at Amiga Action prefer to offer good all round value for money.

Star Letter, wins Body Blows Galactic

yet been printed, as far as I know.

Paul Henschliffe, Pinxton, Notts.

Erm, these are just two of the letters we've recently received enquiring as to the whereabouts of about ten grand worth of prizes. Sorry R.J. Squire, you weren't amongst the winners, but we'll endeavour to tell you just who was very soon indeed. We've been busy you see, what with one thing and another, and, well, things get pushed back, and - look, next month, okay?

BACKGROUND INFO

Why do conversions from the Megadrive to the Amiga always have to lose the great parallax scrolling? Take Micro Machines for example. The parallax in that has been taken out because Codemasters said the Amiga couldn't cope with it.

It's the same with Mortal Kombat, which is soon to be released. Probe software said the Amiga version would obviously lose the parallax. Why? Saying the Amiga can't cope with parallax is a downright lie - just look at Turrican 2, Soccer Kid and Chuck Rock 2.

Could you help me with my little query?

R. Symons, North Nibley, Glos.

They don't necessarily have to lose the parallax, but in many cases, the gameplay is greatly enhanced if they do. It's interesting that all the games you mention are of a similar vein, where speed of gameplay isn't too difficult to create. (Hark at me, Mr. Programmer himself.) Probe software were very keen to ensure that the speed of Mortal Kombat was comparable with that of the consoles, which, after much hard work no doubt, it is. Other games consist of a lot of foreground colours, meaning that the backgrounds have to be reduced in line with the Amiga's palette.

I'M HORRID TO YOU

Dear Mr. Roundell,
After reading a copy of Amiga

Action I have a complaint, the replies you give are rude and condescending. Maybe you should be reminded that your readers pay more or less £4 for your magazine. Without them you would be out of a job - in that case maybe you should treat them with a little more respect. Mr Roundell, you shouldn't bite the hands that feeds you.

A would be customer, no address.

Sorry if you feel that way, but in general, the only ones I get "a bit cheeky" with are those who write in a similar way - in short, those I think won't mind. Shame you can't take advantage of my generous game-giving mood, what with not supplying an address and all. (We never had this problem when Nick answered the letters - Steve.)

BOGGIT CONFLICT

I buy Amiga Action every month and I was disappointed that Boggit's Domain was not featured in the November issue. I hope this was a one off because it is the main reason I buy the magazine.

Jason Almond, Bromley, Kent.

I would just like to say one thing. HURRAH!! Why am I saying this? The Boggit has gone, and long may we dance on his grave.

Simon Allersenshaw, Lichfield.

Dear Boggit Killers,
How could you do it? How could you drive the poor man (beast?) away. He was the mainstay of the magazine, the one who shed light onto my hopeless adventuring endeavours and now he's gone. I'll do anything, but please, please, please bring him back to us..

Karyn Gilbraith, Pontypool.

What was all that rubbish about the Boggit going into the forest? He didn't fool us. Amiga Action finally came to their senses and decided that the section was a useless piece of (they said a rude word - Paul), the only blot on an otherwise excellent magazine. Now get some more reviews in there and do us all a favour.

B. Hyam and J. Woo, London.

Love him or loathe him, the Boggit

has gone. If you loved him, don't worry, and if you loathed him, prepare to be disgusted, because we'll be replacing the old troll with someone slightly less smelly very soon indeed.

SWAPPY LOVE

I recently placed an advertisement in your Swap Shop for contacts. I would really like to say thank you for printing it, as I received many replies, but one in particular.

Robert is from Tamworth in Staffs, and we are now going out with each other. Without your magazine we never would have met each other.

Lisa-Marie Cox, Newport, Gwent.

Does this mean I'm going to have to invest in a suit and prepare a speech? How about some photos of the babies?

LAMÉ STREET PORTS

I am new to the Amiga world and I need some help. I have loads of ST software lying about doing nothing and I was wondering if there was a cheap emulator around so I could use this software. I've heard there is one for about £2, is this true and can you tell me where to get one?

Allan Bishton, Albrighton, West Mids.

There was such a thing knocking around at one time Allan, but the problem was the games played incredibly slowly through it, and I'm not too sure if it still exists. Try some of the PD companies on page 58.

Those confused by the header to this letter need to check out last month's inane warbling in the PD section.

SIZE MATTERS

I'm writing in response to Johnnie Walker (Talkback, issue 52) regarding what he said about your Jurassic Park book on issue 50. He said that some dinosaur books record the velociraptor as only one metre tall. This is wrong! The books must have been written before 1991/92. When Jurassic Park was first published in 1991 (in the USA), the book said velociraptors were six feet tall. This was most definitely wrong at the time, until that is...

Jamie Stread, Malton. North Yorks.

I'm sure that Billy no name down in the first column there would say I was rude, but to be honest, I don't care how long, tall, fat or thin the Velociraptor was, or indeed, how many times it enjoyed romantic relations with its mate. If indeed it did. Is it me, or is this information genuinely very bland? Anyway Jamie, have a game mate.

GOOD OL' DAYS

Let's face it, every month, each magazine reviews the same games as each other. I think it would be nice if you could devote a couple of pages for reviews of old games. I don't mean last years or the year before, but those that go back to the '80s. You could do a little review, give them a mark that you would have given then, and a mark for this day and age. It wouldn't be too difficult to get your hands on some, would it?

J. Rodhouse, Daventry, Northants.

It might not be too difficult for us to get hold of the games - we could simply ring the software companies - but it would certainly be a struggle for most of you. No game released in the 80s is still available in the shops today, and it is therefore pointless to review them, because, good or bad, there isn't a cat in hell's chance you could get yourself a copy.

Don't forget, PLEASE DON'T SEND US YOUR SAEs - we're very busy and don't have the time to answer personally. Blue Peter tend to have some sort of appeal around this time of year - they'll be more than happy with your stamps.

Send your letters to:

Paul Roundell,
Talkback,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.

You can also
reach us on fax no:
0625 876669

over the edge

EDIT'A: Brad Burton

D'ZINE: "Q"

I nput. That's what it's all about, hence the reason I've now opened up my direct phone line for you guys. So, if you've a good idea for a story/feature whatever, then give me a call on 0625-859675 Ext 314. Don't be shy and don't worry too much about your phonebill because I'll even call you back. All letters will be read, all criticism be taken in, as will any compliments. I'm not gonna' be a smart ass by patronising you like certain other mags. Just who do 'those' people think they are? Talking down. No way. I'm on your level. Straight up, that's the way it is. That's the way it's gotta be. Without you, OTE is history. With you OTE is making history.



EVERYTHING YOU WANTED TO KNOW ABOUT WORKING ON MAGAZINES

I t's not all work, work work. Well truth be known it is. But sometimes it sure doesn't feel like it, I mean how many jobs do you get that let you travel up and down the country wining and dining, and get you on telly to boot? Over the next couple of pages I'll be explaining exactly what my job as OTE Edit'a actually entails and if you've ever wanted to get into this line of work there will be some tips that'll give YOU the edge. No nonsense, straight talkin', everything you ever needed to know about this line of work and the sneaky ways into it. Interview tips, sound advice, all from experience.

The first thing you've got to appreciate is that it's all about research. You can't just wait about for that all important scoop to land on your desk. So picking up the phone is essential. But how do you get a lead in the first place? Over the last two years I've worked on several different games mags in varying capacities and during that time I've acquired loads of contacts, some friends, some acquaintances but all invaluable. These people are an essential part of any reporting job.

Let me explain, I reckon I know at least 100 people and let's say each of them know at least 50 others within the industry. That equates to a potential network of 5000 people but obviously the chain doesn't stop there. They're all in different walks of life, each following their own career. So if something happens, a new product is released or just a bit of gossip it's only a matter of time before the news sifts back. It can be a bit like Coronation Street at times.

BUT NOBODY COULD BE BOTHERED TO TELL YOU

OTE

"I DONNED MY RED COAT AND HEADED FOR BUTLINS"

Brad Burton



GETTING AN INTERVIEW

Put a bright letter together and address it to either the publisher or editor, whoever you feel the more comfortable with. Check out the writing styles of the ed. and adapt your piece of writing accordingly. If the mag you've got your eye on working for is a bit straight then use big words like elastoplast and wheelbarrow. On the other hand if it's a jolly console mag perhaps bum gags are the order of the day. Use your initiative. After you've banged your envelope in the post box wait a week and if you haven't heard anything give them a bell asking if they've got it. Now's the time to introduce yourself and try to establish a relationship of sorts. Bear in mind these people are generally busy and if you catch them on deadlines they're likely to brush you off. If they blow you out, just try for a different mag, it's as simple as that.

BEFORE THE INTERVIEW

- Check the companies existing publications, get a bit of product background. What you like and what don't you like (lean more towards the good things, creeping never goes amiss)
- Formulate a few intelligent questions for when the interviewer says "Have you anything you want to ask me?"

AT THE INTERVIEW

- Bend the truth if need be. But don't lie.
- Be yourself.
- Smile a lot and be polite.
- Don't have a drink if your'e offered one, because there's far too much scope for an embarrassing situation. (Spilling drink on your clothes or spitting piping hot coffee back into your cup just isn't posy)

ONCE YOU'VE GOT THE JOB

- Be nice.
- Before you do something dodgy, ask yourself if the end justifies the means
- Don't get caught
- Try not to



backstab. In this industry you need as many friends as you can get.

■ Burning bridges is a no no. Some office junior you slag off and ridicule today, could leave your company and go on to be your boss in a future job. That's the way it works.

■ Every person you meet is worth knowing.

GETTING A REP

Make yourself known dependant on your character. You could try what one succesful journo has by changing your name to a certain washing powder. Alternatively you could shout Yo everytime somebody phones you. Not everybody appreciates this but at the end of the day if people can't accept you for what you are they are not worth knowing! It doesn't make a difference how you do it, just do it.

SUMMING IT UP

Getting a job on a magazine really isn't that unrealistic. I mean look at me. From an early age I used to read all the computer mags and the thought of working on one just seemed unrealistic. Yet I was determined and although my entrance into this field had a lot to do with chance. I genuinely believed I'd do it and set my heart on it.

Exam results, journalism qualifications and games knowledge help. But regardless of your qualifications, if you show commonsense and enthusiasm then you'll set yourself high above the rest of the field. If the interviewer likes what he sees you may find yourself on the payroll. Whatever the score don't lose enthusiasm, if you get a KB (knock back), strive to succeed. Have a goal and score it, what are you waiting for? Get your scribble on paper. What have you got to lose? Hopefully this piece does inspire you to consider magazine journalism. Good luck, but I'm sure you won't need it. I look forward to meeting you.

CHECK YO'SELF...

AGE: 20 (21 - Feb 6th get the prezzies in)

SEX: Sometimes.

HOW DID YOU GET INTO MAGS?

Luck, being in the right place at the right time. I was working in a computer shop teaching sales assistants how to sell. Now and again you'd get idiots coming in trying to outsmart you with their knowledge. One morning I approached these two guys who were looking at the ST software shelf to see if I could help 'em. The tall daft looking one sniggered and came out with some cutting, "I work for ST Action magazine" comment. "I'm very pleased for you," I said (sarcastically). The rest is history, the tall guy was Jason Dutton formerly STA editor, now MicroProse's UK PR man and the small cuddly 'un was Paul McNally formerly STA deputy ed, now Mega Action's top man. We got talkin' and over a period of time we hit it off. Meanwhile redundancy struck. After a six month stint on the dole having no luck with jobs I donned my Red Coat and headed for Butlins, for a life of sand, women and Ice cream. During this time I stayed in touch with my computer magazine chums. It was only a matter of time before a job opportunity

aroused (err, arose). I was interviewed by the publisher, he liked what he saw and I got the job writing games reviews on STA! Hurrah, that was my foot in the door.

IF YOU WEREN'T AN EDITOR WHAT WOULD YOU BE?

Almost certainly a car salesman and an exceptionally good one I might add.

BEST ASSET?

My big mouth, it's talked me out of some pretty suspect situations. Saying that though it's also talked me into a lot of trouble!

WORST THING IN THE WORLD?

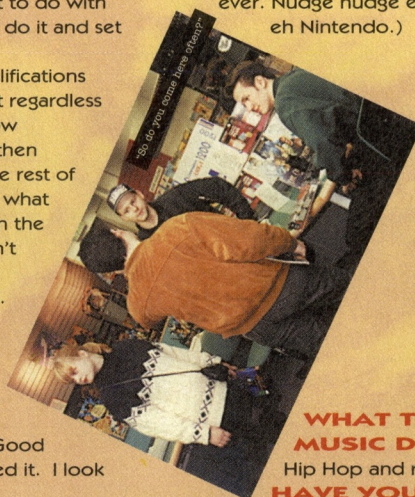
Librarians who take their job far too seriously, bending your ear about overdue library books.

OCCUPATIONAL HAZARDS?

Deadlines and spilling piping hot coffee.

WHAT MACHINES DO YOU OWN?

Does it matter? Ho hum, believe me when I say I don't really play games all night. Here goes - PC, Mega Drive and an Amiga. I'm after a Super Nintendo with Street Fighter 2 Turbo (Can anyone help? I'll be your bestest friend for ever and ever. Nudge nudge eh eh Nintendo.)



WHAT TYPE OF MUSIC DO YOU LISTEN TO?

Hip Hop and rap generally. "Jump" music.

HAVE YOU EVER BEEN IN TROUBLE WITH THE POLICE?

I'm saying nothing till my lawyer arrives!

FAVE SAYING?

Chill out, man.

WHY DO YOU SAY 'RESPEKT' AS OPPOSED TO THE CORRECT WAY OF SPELLING IT 'RESPECT'?

Mainly to gauge OTE's influence and also to add a bit of style to existing slang.

WHAT DO YOU HATE MORE THAN ANYTHING?

Racism, bullies, basically anyone who's out of order. Don't worry, they always come un-stuck.

WHAT DO YOU DO WHEN NOBODY'S LOOKING?

Rub my bristly chin.

WHAT'S GONNA HAPPEN TO OVER THE EDGE IN THE FUTURE?

Crikey who knows. I'd love it to expand into its own magazine. I doubt it though. Or do I?



MORTAL KOMBAT II



Kombatant. Its lack of speed makes it very difficult for your opponent to avoid.

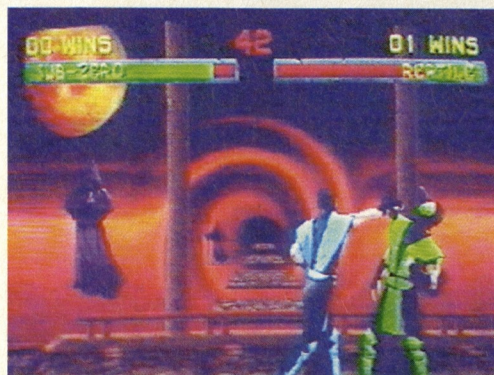
JAX, the pugilist from the USA had me puzzled. All I could get out of him were a few basic kicks, and occasionally I fluked some sort of power punch which leaves the target blooded and dazed.

SHANG TSUNG, the final enemy of the first, is available to play. Strangely though, his appearance has changed somewhat. No longer does he look like an old, wise man, more of a middle age grand master with a rather trendy hat. Somehow he can temporarily morph into any of the other characters.

HIDDEN ENEMY. From what I can gather Goro's outta there, being replaced by a bigger tougher monster, time will tell.

DEATH MOVES. I can't help ya'. Every time the 'finish him' message flashed up I tried every combination I knew and still nothing. I think it's gonna take more time and more money than I could afford to come up with the gruesome goods. Sorry.

OTE



ripped out and in their place a set of metal razor-sharp nashers are in effect. To be honest I couldn't suss out how you can use them as a weapon, yet, one bizarre combination later I found myself whipping a pair of swords out of nowhere and slashing out at my opponent causing him to bleed profusely.

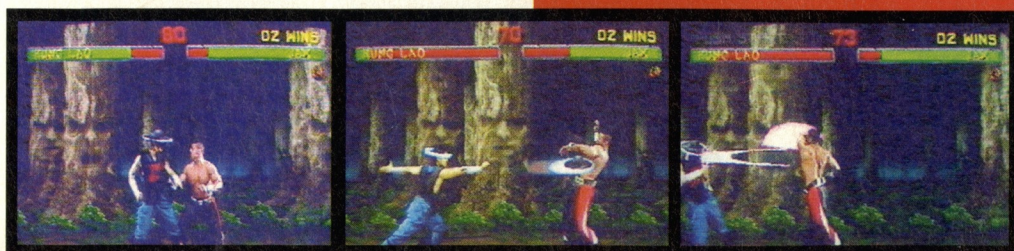
KITANA, is one of two females within the game. Her beauty is disguised by a velvet veil. A deadly beauty she is an' all. Hidden on her person is a razor sharp fan. When thrown it cuts deep into the opposition's flesh, unless of course you're quick with the block. She's also a master of judo not hesitating to throw you over her back if you get too close.

MILEENA, armed with a pair of Sai (short swords) she battles on. Looking remarkably like Kitana, she has a wickedly fast hook.

REPTILE, oh yes, Mr Elusive himself is back and this time you can dive straight into the pyjamas of the Lord Lucan of video games. Controlling him is a cinch and I found him to be the most user friendly, certainly at this stage. Other than the spear throw it's possible to pull down his face mask and spit acid (yuk). If the missile weapon hits, it leaves the enemy with smoke smouldering from their shoulders. Great attention to detail. Another new move is to conjure up a slothfully slow powerball and fire it towards the other



It's only a matter of time before MK2 is converted to your machine and I know for definite that conversion work has started. But if you can't wait till then you could always purchase your own upright — £2895.00 is what it'll set you back!



No sooner had it entered an arcade in shadiest Manchester than my phone rang.

It was a tip off. Mortal Kombat 2 was at large. I knew the location, 'nuff said, I abandoned my desk. With my foot seriously pressed against the accelerator I made my way to the site. Sure enough it was there, surrounded by a mean looking posse hogging the show. I waited for 15 minutes before blowing well over a tenner trying out all the characters. Never one to miss a trick I whipped out my camera and started snapping. Within 20 seconds I was ejected from the premises by a security dude. Damn, I needed those shots. Back at the office I decided against gatecrashing the 'cade again so I spent the rest of the day pleading with various industry contacts to help me out. The next day, a jiffy bag full 'o' shots was my reward.



About the game... The general feel of the original game remains, and those all important uppercuts still play a massive role in the defeat of your opponent. Controls are still pretty much the same as it's predecessor — a joystick and five buttons.

About the characters, well fans of the original may well be upset if their favourite characters were either Sonya Blade or Kano because they've both stepped down, but we're a fickle bunch so who cares? However they've been replaced by some tougher kombatants. All the other original dudes who remain have learnt some extra moves since their first outing, but I'm sure your more interested in the newcomers.

KUNG LAO, looks like a bizzare Japanese cowboy. Among his moves are an elbow to get himself out of head battering situations, his innocent looking hat has a razor sharp rim and can be thrown off to cause some serious damage. I don't know how I did it but somehow I teleported into the sky and ended up directly behind my opponent.

BARAKA, perhaps the strangest new character in the game. He's a sub human of sorts going into the fray with his back arched. His normal teeth have been

VIDZ

▶ AVAILABLE AT ALL THE USUAL RETAIL OUTLETS.

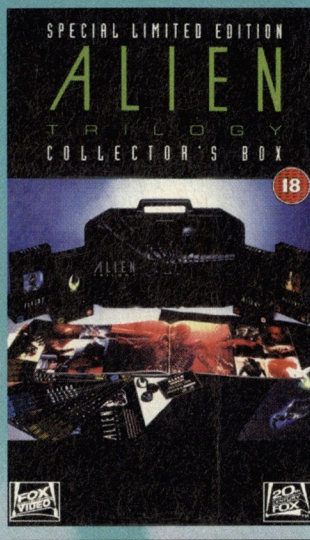
1

TITLE: ALIEN TRILOGY COLLECTOR'S EDITION
SUPPLIER: FOX VIDEO
RATING: 18
£: 74.99

For the Alien fan who has everything, Fox Video present The Alien Trilogy Collectors Box. Inside the moulded plastic face hugger box you'll get loads of top Alien goodies. Including digitally remastered letterbox (widescreen) versions of all three films, a previously unseen scene from Alien, plus a documentary about The making of Alien 3 and an interview with movie Director Ridley Scott. Loads of colour stills, a natty T-Shirt and all sorts of other stuff.

WORD UP

Yea I like it. Not the kind of thing I'd buy. But the kind of package you long to receive. A superb gift and a well put together package. If I've one gripe, it's the price tag. It's a tad steep at 75 notes.



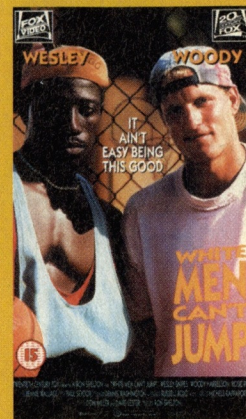
4

TITLE: WHITE MEN CAN'T JUMP
SUPPLIER: FOX VIDEO
RATING: 15
£: 10.99

Wesley Snipes and Woody Harrleson front this urban yarn of two slam dunkin' court hustlers who try to make enough dollars to get themselves out of financial difficulty. Basically it's a story that's chasing its own tail, covering the same old ground over and over. Double cross after double cross. A modern day fairytale, without the 'They all lived happily after' bit.

WORD UP

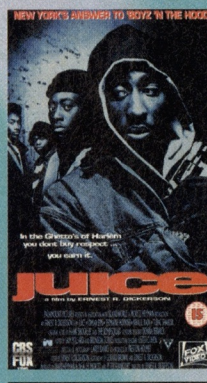
Nice title, nice film come to think of it, but to be honest it just wasn't what I expected. That doesn't mean I didn't enjoy it though. If you like rap, basketball, Wesley or Woody, then perhaps it may just pack enough of a hook for you. Scan it right about now.



NOTE

5

TITLE: JUICE
SUPPLIER: FOX VIDEO
RATING: 15
£: 12.99

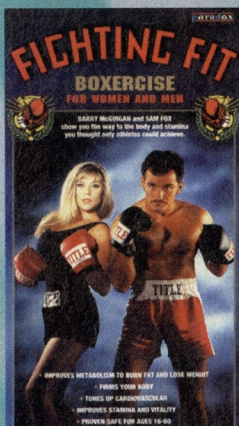


Four friends, Q, Raheem, Steel and Bishop all live in the Hood. Life isn't easy and without a crew you're outta there. If no one watches your back you're dead. Where reputations are lost as quick as you gain them it's a case of getting "juice", power and respect. Bishop's tired of half steppin' and in an act of cold blood he takes a life. A decision that'll change his world for ever.

WORD UP

The first rate hip hop soundtrack does wonders for what typically is a G'sta flick. Convincing acting helps keep the plot alive. Well sweet.

TITLE: FIGHTING FIT
SUPPLIER: ABSOLUTELY FABULOUS PRODUCTIONS LTD
RATING: (E) EXEMPT FROM CLASSIFICATION
£: 12.99



Samatha (big) Fox and Barry (small) McGuigan join forces in this fresh fitness video, Boxercise, where boxing meets exercise and brawn meets, err, bre... brains. Punch and skip your way into fitness, but only if you follow the workout, twice a week.

WORD DOWN

I don't know, I just don't know if it's worth £13.

Credit where credit's due, though, because Fighting Fit has approached a tired format and breathed a bit of life into it. Only a bit mind.

3

TITLE: RAPID FIRE
SUPPLIER: FOX VIDEO
RATING: 18
£: 10.99

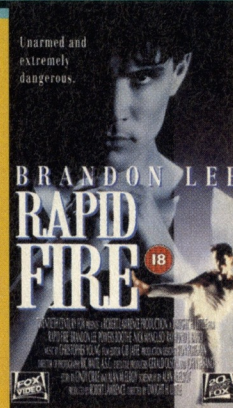
Bruce Lee's son Brandon stars in his last complete Hollywood movie prior to his suspicious death whilst filming for the unfinished action movie The Crow. Jack Lo (Brandon Lee), a college student who, surprise surprise, is witness to a brutal gangland killing by the Kinman Tau gang, known drug smugglers and so it goes. He knows too much and the posse want him silenced, so a cat and mouse game ensues with Jake running from the villains and corrupt Police hellbent on seeing Lo wiped out. With it becoming increasingly hard to



distinguish who's a friend and who's an enemy, Jake's only chance of survival is to fight back, and using his deadly martial arts skills to suppress the threat, he's forced to go after the ruthless Tau.

WORD UP

Granted, the plot is a bit clichéd but I assure you the action makes up for that. Some well neat choreographed fighting, and although not on par with the likes of his father Lee still puts on a great show for the camera. Rapid Fire was testament to a career that really never was. Bloody good!

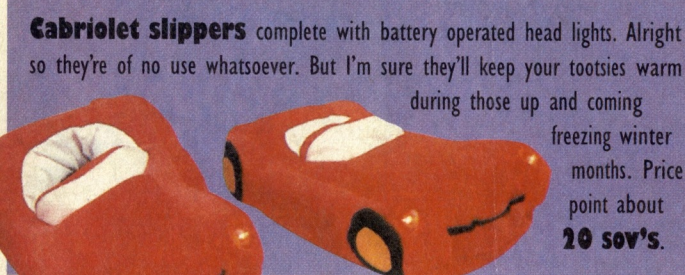




£49.95 a piece.

Perspex neon light telephone.

We've come a long way since the day when Mr Alexander Bell created the first phone. Nowadays the word's optical, digital and touchtone are synonymous with our telephone networks. The fluorescent blue circle emits a soothing light when not in use, but it's not solely for cosmetic reasons, no siree. How many phonecalls have you missed from having your stereo booming? Fear no more — not happy with a banal ring, well the blue tubing flashes. So you'll never miss a call.



Cabriolet slippers complete with battery operated head lights. Alright so they're of no use whatsoever. But I'm sure they'll keep your tootsies warm during those up and coming freezing winter months. Price point about 20 sov's.

A digital clock powered by fruits and vegetables, who are you trying to kid? I know it sounds pretty wild, but I assure you, simply put some veg' into the cups and stick the prongs into them and away you go. How does it work? Well apparently it's something to do with the salt in the vegetables. I'm sorry I didn't do that well at chemistry so I can't help ya'. **£14.95! Plus your vegetables.**



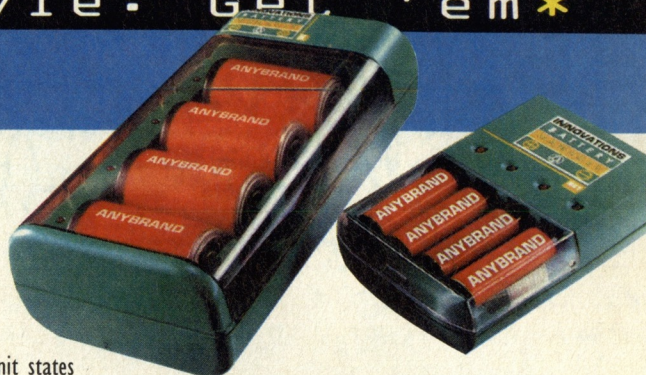
Ask ya' mum before you start stealing the Sunday dinner!

WATCH AVAILABLE FROM RATNERS AND, ERR, OTHER WATCH SHOPS!

What a film! What a watch! Aladdin merchandising is at an all time high. Next is this rather stylish and totally awesome **Aladdin timepiece**, manufactured by time giants Zeon. I'd choose where you wear it very carefully. I don't think it'd be suitable in a business meeting, do you? Anyway, a penny short of a tenner is what this'll put you back.

Battery Manager

is causing a bit of a stir within the battery industry. Why? Well the sales pitch behind each unit states that this baby recharges ANY battery up to 10 times, regardless of the batteries make and origin. The giants of the battery industry were in uproar (Ever Ready and Duracell to name but two) trying in vain to ban this product. They failed. **Price point £29.99 MK1 (AA, AAA type) or £39.99 MK2 (universal)**



Plasma claw.

A combination of rare gases and pulses of electric cause the transparent sphere to produce a diminutive electrical storm that you can view without having to worry about being struck by lightning. Pointless fun, but well sweet though!

Price point **£59.95** still it certainly impresses the girls.

OTE

F
E
E
T
S

Guess what gear I got for Christmas?

MORE STUFF



Hot from the cable TV networks of America is **Operation: Aliens**. Loosely based on the powerful trilogy, it's a cartoon adventure series that follows a team of three warriors as they battle through the universe taking on loads of vicious aliens. Rumour has it that Channel 4 have bought the programme and are due to screen it in the new year.

Trekkies have probably already ordered theirs, but the less polyester amongst you may want to know a bit more about this **alarm clock** Enterprise before you fork out **£21.95** for the item. When you press the demo button, or when the alarm goes off you'll hear Kirk's communicator flipping open, followed by Jim saying "Landing party to Enterprise" — **beam us up Scotty!** Then a light illuminates the planet surface, whisking the team off, supposedly.



Respekt due: Hewland posse, Chicken, Q'sta, Joanne Matthews, all OTE fans. Peace.

LAST WORDZ

Another buzzin' OTE heads for the sideline, and I'm sure you'll agree its certainly been a good 'un. Ain't no time to play, keep those letters coming — all interesting letters, especially the ones with decent ideas, will be personally replied to! Why not send a snapshot so I can put a face to a name? I mean it's only fair — you know what I look like. By doing that you'll not only gain ultimate respect from me, but you may even see your mugshot in its full glory in forthcoming issues. Anyway the choice is yours. Enough pleading for this month.

Brad Burton

Over The Edge, Europress Interactive, Europa House, Adlington Park, Macclesfield, SK10 4NP.

SOON...

- I'm 150 ft up, its time to jump over the edge. Bungee style. Surely I won't back out at the last minute?
- Life in the Army, I join the barracks of the Kings Division, beer, guns and five in the morning starts.
- Nightclubbing, the hottest and best clubs tested.
- White knuckle city, fairground rides. The best put to the test.
- I interview an ex-con and get the low down on why crime doesn't pay.
- Make a track, put it on vinyl, get a deal. The music industry profiled.
- Going places... Fast. The page where we feature pictures of the hottest customized cars. Have you a mean machine that you'd like to show off? How much did it cost? You want a piece of this action? If so get your photos together now.
- Right, so that's about it. The end of an issue, the end of the year. How was it for you? Regardless, I assure you things can only get better. Respekt friends, **Brad**



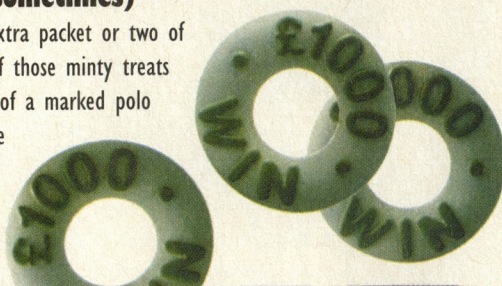
OTE

Millennium, not to be confused with the software house of a similar name, have just launched a **battery charger** that'll do a full recharge on Millennium cells in just over an hour. When you consider most take 6-7 hours, that's pretty impressive. For more info get in touch direct on **0344-845900**.



POLO THE MINT WITH A 'G' (sometimes)

It might be worth your while buying an extra packet or two of Polos right about now because 250 rolls of those minty treats contain one thousand pounds in the form of a marked polo just like you can see here. Simply send the winning sweet to the manufacturers and a grand shall be yours. Whatever you do don't eat it. It'd make you sick!



meagre Prices

Fast-response Mailorder
10am-10pm 7 days a week
No credit card surcharges
Always a person—never an answerphone!



Games Centre
10am-8pm Monday to Friday
10am-4pm Saturday
2 minutes from Old St. Tube station, take exit 2

Games

10 INTELLIGENT STRATEGY GAMES 21.95
1869 (1MB) 21.95
1869 (AMIGA 1200) (1MB) 21.95
A-TRAIN (1MB) 24.95
A-TRAIN CONSTRUCTION SET 12.95
ABANDONED PLACES 2 (1MB NOT1200) 23.95
ABANDONED PLACES 2 - A1200 24.95
ADAMS FAMILY 7.95
AIR SUPPORT 4.50
AKIRA 20.95
ALFRED CHICKEN 18.95
ALFRED CHICKEN (A1200) 18.95
ALIBY 3 (1MB) 8.95
ALIEN BREED - SPECIAL EDITION (1MB) 19.95
ALIEN BREED 2 (1MB) 21.95
ALIEN BREED 2 (AMIGA 1200) 18.75
ALLO ALLO 37.95
AMOS PROFESSIONAL (1MB) 24.95
AMOS PROFESSIONAL COMPILER (1MB) 24.95
ANCIENT ART OF WAR IN THE SKIES (1MB) 18.75
ANNIHILATOR 6.96
ARABIAN NIGHTS (1MB) 18.95
ARKANOID II - REVENGE OF DOH 6.96
ARMOUR GEDDON 2 21.95
ARSENAL - THE COMPUTER GAME 18.95
ASHES OF EMPIRE (1MB) 13.95
ASSASSIN REMIX (1MB) 8.95
ATAC (1MB) 24.95
AWARD WINNERS 2 (COMP) 21.95
B-17 FLYING FORTRESS (1MB) 24.95
BARDS TALE 3 8.95
BATMAN - THE MOVIE 6.96
BATMAN RETURNS 18.75
BATTLE CHESS 8.95
BATTLE ISLE '93 18.95
BATTLE TOADS 18.95
BEASTLORD 18.95
BENEATH THE STEEL SKY 25.99
BIG RUNO 15.96
BITMAP BROTHERS - VOLUME 1 (NOT600) 18.95
BLADE OF DESTINY (1MB) 29.95
BLASTAR (1MB) 18.95
BLOB (1MB) 18.95
BOBS BAD DAY (1MB) 18.95
BODY BLOWS (1MB) 19.95
BODY BLOWS (AMIGA 1200) 21.95
BODY BLOWS GALACTIC (1MB) 21.95
BODY BLOWS GALACTIC (AMIGA 1200) 21.95
BOON 2 4.95
BOROBODUR 18.95
BRIAN THE LION 18.95
BRUTAL SPORTS FOOTBALL 6.96
BUGS BUNNY 7.95
BULLYS SPORTING DARTS (1MB) 18.95
BURNING RUBBER (1MB) 18.95
BURNING RUBBER (A1200) 21.95
CAESAR DELUXE (1MB) 24.95
CAMPAIGN 2 (1MB) 24.95
CANNON FODDER 25.99
CARDIAXX 7.95
CARRIER COMMAND (NOT1200) 14.90
CARTOON - DOUBLE PACK 18.95
CARTOON RACER (PROVISIONAL TITLE) 24.95
CASTLES 2 - A1200 8.95
CENTURION 18.95
CHAMPIONSHIP MANAGER '93 (1MB) 7.95
CHAMPIONSHIP MANAGER '94 SEASON DISK 18.95
CHAOS ENGINE (1MB) 18.95
CHAOS ENGINE (1200) 15.75
CHESS CHAMPION 2175 18.95
CHUCK ROCK 2 - SON OF CHUCK (1MB) 24.95
CIVILIZATION (1MB) 29.95
CIVILIZATION (AMIGA 1200) 21.95
COMBAT AIR PATROL (1MB) 21.95
COMBAT CLASSICS (1MB) 21.95
COMBAT CLASSICS 2 12.95
CONTRAPTIONS 21.95
COOL SPOT 6.96
COUNT DUCKULA 2 18.95
CREEPERS 24.95
CYBERSPACE (1MB) 13.95
DALEK ATTACK 7.95
DALEK ATTACK (30TH ANNIVERSARY) 18.95
DEEP CORE 18.95
DENNIS 18.75
DENNIS & GNASHER 20.95
DESERT STRIKE 21.95
DIGGERS (A1200) 24.95
DINOSAUR DET. AGENCY 13.95
DISPOSABLE HERO 18.95
DIZZY'S EXCELLENT ADVENTURES 18.75
DOG FIGHT (1MB) 24.95
DRACULA (1MB) 21.95
DREADNOUGHTS 22.95
DREADNOUGHTS - BISMARCK 12.95
DREADNOUGHTS - IRONCLADS 21.95
DREAMLANDS 24.95
DREAMWEEB (1MB) 22.95
DUNE II (1MB) 24.95
EASY AMOS (1MB) 21.95
ELITE II - FRONTIER 21.95
ESPANA - THE GAMES '92 (1MB NOT1200) 18.95
EUROPEAN CHAMPIONS 9.99
EUROPEAN CHAMPIONSHIPS 1992 22.95
EYE OF THE BEHOLDER (1MB) 7.95
F-16 COMBAT PILOT (NOT1200) 10.95
F-29 RETALIATOR 18.95
F1 (DOMARK) 24.95
F117A STEALTH FIGHTER (1MB) 10.95
F17 CHALLENGE (1MB) 7.95
FACE OFF - ICE HOCKEY 7.95
FALCON 7.95

CD32



£299.99

CD-32

ALFRED CHICKEN 21.95
ALIEN BREED - SPECIAL EDITION 12.95
ARABIAN NIGHTS 18.95
ARKANOID II 6.96
BOOT 24.95
CHAOS ENGINE 21.95
D-GENERATION 18.95
DEEP CORE 18.95
F17 CHALLENGE 12.95
JURASSIC PARK EUROPEAN FOOTBALL 12.95
JURASSIC PARK 21.95
LABYRINTH 21.95
LIBERATION - CAPTIVE 2 24.95
MICROCOSM 29.95
MORPH 21.95
OVERKILL/LUNAR-C 21.95
PINBALL FANTASIES 24.75
PROJECT X 12.95
QWAK 12.95
ROBOCOD 21.95
RYDER CUP 21.95
SENSIBLE SOCCER 92/93 21.95
SLEEPWALKER 21.95
TFX 18.95
TROLLS 21.95
URIDIUM 2 24.95
WHALES VOYAGE 21.95
ZOO 21.95

FALCON - COUNTERSTRIKE DATA DISK 7.95
FALCON - FIREFIGHT DATA DISK 7.95
FANTASTIC DIZZY 18.95
FAST FOOD (NOT+) 1.00
FATAL STROKES 21.95
FIRE AND BRIMSTONE (1MB) 7.95
FIRST DIVISION MANAGER (NOT600) 6.96
FLASHBACK (1MB) 22.95
FLIGHT OF THE INTRUDER (NOT+) 7.95
FOOTBALL MANAGER 3 18.95
FORMULA 1 GRAND PRIX (1MB) 24.95
FURY OF THE FURRIES 22.75
G2 18.95
GADGET LOST IN TIME 12.95
GALACTIC WARRIOR RATS 6.96
GAUNTLET II 7.95
GENOSIA 22.75
GLOBULE 21.95

Please note
NOT+ means software is not compatible with the 500 Plus, 600 or 1200

GNOME ALONE 18.95
GOAL (1MB) 15.75
GOBLINS 2 (1MB) 21.95
GRAHAM GOOCH - SECOND INNINGS 14.95
GRAHAM GOOCH WLD CLASS CRICKET (1MB) 21.95
GULP 10.95
GUNSHIP 21.95
GUNSHIP 2000 (1MB) 35.99
HANNA BARBARA'S ANIMATION WORKSHOP 6.96
HEAD OVER HEELS 7.95
HEROQUEST 18.95
HEROQUEST 2 7.95
HILL STREET BLUES 24.95
HIRED GUNS 24.95
HISTORY LINE (1914-1918) (1MB) 7.95
HOOK 7.95
HUCKLEBERRY HOUND 10.95
HUMANS - Jurassic Levels (Data disk)(NOT1200) 7.95
IK+ 6.96
INDIANA JONES & FATE ATL. (ADV) (1MB) 27.95
INDIANA JONES & L. CRUSADE (ADV) 12.95
INDIANAPOLIS 500 10.95
INNOCENT UNTIL CAUGHT 24.95
INTERNATIONAL 5 A SIDE 6.96
INTERNATIONAL GOLF 6.96
ISHAR 2 (1MB) 21.95
ISHAR 2 (AMIGA 1200) 21.95
JAMES POND 6.96
JET STRIKE 18.95
JOHN MADDEN'S FOOTBALL 18.95
JURASSIC PARK (1MB) 20.95
JURASSIC PARK (A1200) 4.95
KEYS OF MARAMON 21.95
KGB (1MB) 21.95
KICK OFF II (1 MEG) 18.95
KID PIX (NOT1200) 18.95
KIDS RULE OK 12.95
KINGDOMS OF GERMANY 21.95

KNIGHTS OF THE SKY (1MB) 13.95
KRUSTYS SUPER FUN HOUSE 22.95
LASER SQUAD 7.95
LEGENDS 21.95
LEMMINGS 2 (1MB NOT1500) 21.95
LEMMINGS DATA DISK (XMAS LEVELS) 14.95
LIBERATION - CAPTIVE 2 22.95
LINKS 13.95
LONGBARD RAC RALLY 6.96
LORDS OF CHAOS 7.95
LORDS OF POWER (COMP) (1MB) 24.95
LOST TREASURES OF INFOCOM 29.99
LOST VIKINGS 21.95
LOTUS III - THE ULTIMATE CHALLENGE (1MB) 18.95
LOTUS TURBO CHALLENGE II 7.95
MAELSTROM 24.95
MAGIC BOY 18.95
MAGIANS CASTLE 21.95
MANCHESTER UNITED 7.95
MANCHESTER UNITED - PREMIER LEAGUE 21.95
MANIAC MANSION 10.95
MARIO IS MISSING (1MB) 21.95
MAVIS BEACON 2 (GERMAN) 21.95
MAVIS BEACON TEACHES TYPING V.2 (1MB) 21.95
MEAN 18 7.95
MEAN ARENAS 18.95
MEGA-LO-MANIA / FIRST SAMURAI (NOT1200) 22.95
MERCENARY 3 14.95
MICRO MACHINES 18.95
MORPH (1MB NOT1200) 18.95
MORPH (AMIGA 1200) 25.99
MORTAL KOMBAT (1MB) 20.95
MR NUTZ (AMIGA 1200) 24.95
NICK FALDOS CHAMPIONSHIP GOLF (1MB) 21.95
NICKY 2 21.95
NIPPON SAFES INC 18.75
NODDY'S BIG ADVENTURE 18.75
NODDY'S PLAYTIME (1MB) 6.96
NORTH & SOUTH 24.95
OMAR SHARIF'S BRIDGE (1MB) 15.75
ONE STEP BEYOND 6.96
OPERATION THUNDERBOLT 18.95
OSCAR 18.95
OSCAR (AMIGA 1200) 22.95
OUTLANDER 19.95
OVERDRIVE (1MB) 15.75
OVERKILL (A1200) 6.96
PANG (NOT600) 7.95
PANZA KICK BOXING 7.95
PARASOL STARS 39.95
PEN PAL 21.95
PERIHELION 18.95
PGA TOUR GOLF PLUS 25.99
PINBALL DREAMS 21.95
PINBALL DREAMS/PINBALL FANTASIES 21.95
PINBALL FANTASIES (1MB) 7.95
PINBALL FANTASIES (A1200) 10.95
PIRATES 6.96
PIT FIGHTER 7.95
PIXIE & DIXIE 6.96
POPEYE 2 7.95
POPEYE 3 10.95
POPULOUS/PROMISED LANDS 6.96
POSTMAN PAT 3 6.96
PREMIER DIVISION 7.95
PREMIER MANAGER 2 18.95
PRIME MOVER 6.96
PRINCE OF PERSIA 21.95
PROJECT X (1MB) 10.95
PUCCY 7.95
PUTTY 10.95
QWAK (1MB) 6.96
R.B.I. BASEBALL 2 (NOT+) 29.95
RAGNAROK 13.95
RAILROAD TYCOON (1MB) 6.96
RAINBOW ISLANDS 22.95
REACH FOR THE SKIES 18.95
ROAD RASH 21.95
ROBINSON'S REQUIEM 7.95
RODLAND 18.95
ROOKIES (1MB) 9.95
RUGBY COACH 24.95
RULES OF ENGAGEMENT 2 (1MB) 21.95
RYDER CUP 18.95
RYDER CUP (AMIGA 1200) 21.95
SABRE TEAM - A1200 7.95
SANTA'S XMAS CAPER 20.95
SCRABBLE 21.95
SECOND SAMURAI 13.95
SECRET OF MONKEY ISLAND (1MB) 27.95
SECRET OF MONKEY ISLAND II (1MB) 18.95
SENSIBLE SOCCER 92/93 13.95
SILENT SERVICE II 21.95
SIM CITY - ARCHITECTURE 2 (ANCIENT) 25.99
SIM CITY DELUXE 24.95
SIM LIFE (1.5MB) 24.95
SIM LIFE (AMIGA 1200) 24.95
SIMON THE SORCERER (1MB) 24.95
SIMON THE SORCERER (A1200) 18.95
SIMPSON'S: BART VS THE WORLD 15.75
SKIDMARKS (1MB) 6.96
SKIDZ 21.95
SLEEPWALKER (1MB) 6.96
SLICKS 21.95
SNAPPERAZZI 15.75
SOCCER KID 21.95
SOCCER KID - A1200 6.96
SOOTY & SWEEP 21.95
SOUP TREK 7.95
SPACE CRUSADE 21.95
SPACE HULK 21.95
SPACE LEGENDS (1MB) 24.95
SPORTS MASTERS (COMP) 24.95
STAR LORD (1MB) 13.95
STARDUST (1MB) 20.95
STREET FIGHTER 2 (1MB) 10.95
STRIKE FLEET

STRIKER 7.95
STUNT CAR RACER (NOT600) (NOT1200) 6.96
SUBURBAN COMMANDO 18.75
SUPER FROG (1MB) 19.95
SUPER LEAGUE MANAGER 18.95
SUPER MONACO G.P. 7.95
SUPER SPACE INVADERS 7.95
SUPER TETRIS (1MB NOT1200) 17.95
SUPERCARS II (NOT1200) 7.95
SUPERHERO (1MB) 21.95
SWIV 7.95
SYNDICATE (1MB) 24.95
TENNIS CUP 2 7.95
TERMINATOR 2 - ARCADE GAME 21.95
TFX (AMIGA 1200) 24.95
THE GREATEST (COMP) (1MB) 24.75
THE PATRICIAN (1MB) 21.95
THEATRE OF DEATH 6.96
THOMAS THE TANK ENGINE 10.95
THOMAS THE TANK ENGINE 2 7.95
TOKI 20.95
TOTAL CARNAGE 4.49
TREASURE ISLAND DIZZY 10.95
TRIPLE ACTION PACK VOL.5 6.96
TRIVIAL PURSUIT 18.95
TROLLS (1MB) 24.95
TWILIGHT 2000 18.95
URIDIUM 2 7.95
UTOPIA 21.95
VALHALLA (1MB) 18.95
WALKER (1MB) 21.95
WIZ 'N' LIZ 18.95
WONDER DOG 18.95
WOODY'S WORLD 18.95
WORLDS OF LEGEND 18.95
WWF WRESTLEMANIA 7.95
YO JOE 18.95
ZAK MCKRACKEN 10.95
ZOO (1MB) 18.95
ZOO 2 (1MB) 18.95
ZOO 2 (AMIGA 1200) 18.95
ZYCONIX 15.75

Pixie & Dixie



only £7.95

Educational

CAVE MAZE 10.95
FRACTION COBOLNS 10.95
MATHS DRAGONS 10.95
PICTURE FRACTIONS 10.95
REASONING WITH TROLLS 10.95
TIDY THE HOUSE 10.95
TIME FLIES 10.95
ANSWER BACK JUNIOR QUIZ (6-11) 16.99
ANSWER BACK SENIOR QUIZ (12-AD) 16.99
FRENCH MISTRESS 16.99
GERMAN MASTER 16.99
ITALIAN TUTOR 21.95
MATHS ADVENTURE (6-14) 18.75
SPANISH TUTOR 19.95
MEGA MATHS (A LEVEL) 19.95
MICRO ENGLISH (8-GCSE) 19.95
MICRO FRENCH (BEGINNERS-GCSE) 19.95
MICRO GERMAN (BEGINNERS-GCSE-Business) 19.95
MICRO MATHS (11-GCSE) 19.95
MICRO SCIENCE (8-GCSE) 18.75
PRIMARY MATHS COURSE (3-12) 19.95
READING WRITING COURSE (8-12) 19.95
BETTER MATHS (12-16) 18.95
BETTER SPELLING (8-ADULT) 13.95
JUNIOR TYPIST (5-10) 18.95
MAGIC MATHS (4-8) 18.95
MATHS MANIA (8-12) 18.95
ROBIN HOOD (LEISURELAND) 18.95
SCROOGE (A CHRISTMAS CAROL) 18.95
THE THREE BEARS (5-10) 18.95
WIND IN THE WILLOWS 18.95
WIZARD OF OZ 18.95
ADI ENGLISH (11-12or 12-13 or 13-14 or 14-15) 18.95
ADI FRENCH (11-12or 12-13 or 13-14 or 14-15) 15.75
ADI JUNIOR COURSE (4-5 or 6-7) 15.75
ADI JUNIOR READING (4-5 or 6-7) 18.95
ADI MATHS (11-12or 12-13 or 13-14 or 14-15) 6.96
FUN SCHOOL 2 (UNDER 6 or 6-8 or OVER 8) 18.75
FUN SCHOOL 3 (UNDER 6 or 6-8 or OVER 8) 18.75
FUN SCHOOL 4 (UNDER 6 or 6-8 or OVER 8) 18.75
FUN SCHOOL MATHS (7-11) 18.95
PAINT AND CREATE (OVER 5'S) 18.95
SPELLING FAIR (7-13) 10.95

3.5" Disks



Qty	DSDD	DSHD
10	5.30	7.80
20	10.35	15.35
50	22.95	34.40
100	39.95	61.90
500	184.65	269.65

All our disks are fully guaranteed and include labels

Hardware

A500 Expansion upgrade with clock	0.5Mb	27.95
A500 Expansion upgrade without clock	0.5Mb	24.95
A500plus RAM upgrade	1Mb	56.95
A600 Expansion upgrade with clock	1Mb	51.95
Parallel port extension cable		6.80
Parallel printer cable (2m)		8.60
Roboshift (Auto mouse/joystick switch)		14.75
Zi-Fi Stereo Speakers		37.95

Hint Books

EYE OF THE BEHOLDER I	9.99
EYE OF THE BEHOLDER II	9.99
INDIANA JONES & FATE ATL. (ADV)	9.99
INDIANA JONES & L. CRUSADE (ADV)	5.99
LOOM	7.99
MANIAC MANSION	14.95
SECRET OF MONKEY ISLAND	9.99
SECRET OF MONKEY ISLAND II	9.99

Miscellaneous

4-Player adaptor	6.96
Head Cleaner (3.5")	3.75
Mouse	14.75
Mouse House	2.95
Mouse Mat	2.95
SCART cable	9.49
Workstation for 500 & 500+	42.95
Workstation for 600	37.95
Workstation for 1200	39.95

(Workstations include mouse mat, mouse house and dust cover)

Disk Boxes

10 Slimpack	0.94
40	4.95
50	5.60
80	6.30
80 Stackable	14.95
100	6.80
120	8.75
150	10.95

Joystick

125+	9.00
Amiga Analogue Adaptor	4.99
(use any PC analogue joystick on Amiga)	
Competition Pro 5000 - black	13.75
Freewheel - Analogue	36.00
Freewheel - digital	27.00
Maverick 1 (QS128F) or 1M (SQ138F)	13.75
Megastar A/V (SV133)	22.00
Navigator A/V	13.75
Python 1 (QS130F)	9.25
Python 1M (QS137F)	9.75
Quickjoy 1 Turbo (SV121)	7.95
Speeding A/V	11.00
Speeding Analogue	13.50
Star Probe	13.50
The Bug (black or green)	13.50
Topstar (SV127)	21.50

DataGEM

has supplied computer hardware and software to tens of thousands of satisfied customers since 1987

Amiga Atari PC Sega

Trust us to have all you need

071 608 0624 DataGEM Ltd

Fax: 071 608 0688

Department AA, 23 Pitfield St, London N1 6HB

Orders against cheques with valid guarantee card numbers will be despatched immediately, otherwise upon cheque clearance.

All prices include UK postage and VAT and are effective until 15th January 1994.

On overseas orders, postage is charged at cost. New titles will be sent as released and are subject to manufacturers' price reviews. All orders taken subject to our standard terms and conditions. E.&O.E.

SUPER

There's a prize on offer this month to anyone who's bland enough to spot our hidden message within these hallowed pages. Not a very good prize, but a prize nonetheless...

ARCADE ADVENTURE

- 1 FIRST SAMURAI**
Mirrorsoft
- 2 ROBOCOP 3**
Ocean
- 3 D/GENERATION**
Mindscape
- 4 SECOND SAMURAI**
Psygnosis
- 5 HUNTER**
Activision
- 6 ANOTHER WORLD**
US Gold
- 7 JURASSIC PARK**
Ocean
- 8 HEIMDALL**
Core Design
- 9 THE IMMORTAL**
Electronic Arts
- 10 GOLD OF THE AZTECS**
US Gold
- 11 CADAVER**
Renegade
- 12 MOONSTONE**
Mindscape
- 13 CORPORATION** + Mission Disk
Core Design
- 14 SPACE CRUSADE**
Gremlin
- 15 HERO QUEST** + Data Disk
Gremlin
- 16 ASHES OF EMPIRE**
Mirage
- 17 CYBERCON III**
US Gold
- 18 SWORD OF HONOUR**
DMI
- 19 LORDS OF TIME**
Software Business
- 20 XENOMORPH**
Ubisoft
- 21 BARBARIAN II**
Palace
- 22 SHADOW OF THE BEAST III**
Psygnosis
- 23 ROCKET RANGER**
Cinemaware
- 24 CAME FROM THE DESERT** +Ant Head
Cinemaware
- 25 HORROR ZOMBIES/THE CRYPT**
Millennium
- 26 UNREAL**
Ubisoft
- 27 KULT**
Ubisoft
- 28 OBITUS**
Psygnosis
- 29 CRYSTALS OF ARBOREA**
Silmarils
- 30 VODOO NIGHTMARE**
Activision
- 31 LAST NINJA 3**
System 3
- 32 ABANDONED PLACES**
Electronic Zoo
- 33 ZOMBI**
Ubisoft
- 34 NINJA REMIX**
System 3

- 35 COLORADO**
Ubisoft
- 36 BLOODWYCH** +Data Disks
Mirrorsoft
- 37 COLDITZ**
Digital Magic
- 38 HEAD OVER HEELS**
Ocean
- 39 INDY/FATE OF ATLANTIS**
Lucasfilm
- 40 HARE RAISING HAVOC**
Infogrames
- 41 B.A.T.**
Ubi Soft
- 42 MERCENARY III**
Novagen
- 43 SHADOW OF THE BEAST II**
Psygnosis
- 44 DIZZY'S EXCELLENT ADV**
CodeMasters
- 45 THE SIMPSONS**
Ocean
- 46 DEATH TRAP**
Anco



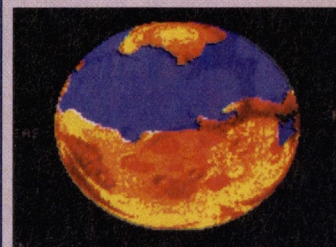
- 47 DRAGON'S LAIR III**
Readysoft
- 48 TREASURE TRAP**
CodeMasters
- 49 SHADOW OF THE BEAST**
Psygnosis
- 50 INFESTATION**
Unknown
- 51 RESOLUTION 101**
Millennium/UBI
- 52 NEUROMANCER**
Unknown
- 53 RAN XEROX**
Ubi Soft
- 54 BATMAN - CAPED CRUSADER**
Ocean
- 55 WEIRD DREAMS**
Rainbow Arts
- 56 SPACE ACE II**
Readysoft
- 57 SIR FRED**
Ubisoft
- 58 HEROES OF THE LANCE**
US Gold
- 59 STORMLORD**
Unknown
- 60 THUNDERBIRDS**
Teque/UBI
- 61 GHOSTBUSTERS 2**
Activision

- 62 BOROBODUR**
Thalamus
- 63 BRIDES OF DRACULA**
Gonzo Games
- 64 NIGHTBREED (INTERACTIVE)**
Ocean
- 65 GUY SPY**
Readysoft
- 66 THE RETURN OF MEDUSA**
Unknown
- 67 OMNICRON CONSPIRACY**
Unknown
- 68 BLADE WARRIOR**
Unknown
- 69 CHAOS IN ANDROMEDA**
Arc
- 70 BADLANDS PETE**
Arc
- 71 UNIVERSAL MONSTERS**
Ocean
- 72 SPACE ACE**
Readysoft
- 73 DRAGONS LAIR 2**
Readysoft
- 74 SINGE'S CASTLE**
Readysoft
- 75 DRAGON'S LAIR**
Readysoft
- 76 BARBARIAN**
Palace
- 77 OBLITERATOR**
Unknown
- 78 CRIME DOES NOT PAY**
Empire
- 79 KRISTAL**
Unknown
- 80 GALDREGON'S DOMAIN**
Unknown
- 81 EYE OF HORUS**
Millennium
- 82 PYRAMAX**
Unknown
- 83 THEME PARK MYSTERY**
Mirrorsoft
- 84 BARBARIAN II**
Psygnosis
- 85 PAC LAND**
Unknown
- 86 THREE STOOGES**
Cinemaware
- 87 HEART OF THE DRAGON**
Dynamix
- 88 MICKEY MOUSE**
US Gold
- 89 BEASTLORD**
Grandslam
- 90 AQUANAUT**
Fission Chips

ADVENTURE

- 1 BENEATH A STEEL SKY**
Virgin
- 2 MONKEY ISLAND 2**
US Gold
- 3 INDY/FATE OF ATLANTIS**
US Gold
- 4 STAR TREK**
Interplay
- 5 LEGEND OF KYRANDIA**
Virgin
- 6 LURE OF THE TEMPTRESS**
Virgin
- 7 SECRET OF MONKEY ISLAND**
US Gold
- 8 CURSE OF ENCHANTIA**
Core Design
- 9 RISE OF THE DRAGON**
Dynamix
- 10 DARK SEED**
Cyberdreams

- 11 MADDOG WILLIAMS**
Game Crafters
- 12 INDY/LAST CRUSADE**
Lucasfilm
- 13 MEAN STREETS**
US Gold
- 14 OPERATION STEALTH**
US Gold
- 15 LEISURE SUIT LARRY 5**
Sierra
- 16 CRUISE FOR A CORPSE**
US Gold
- 17 WAXWORKS**
Accolade
- 18 JACK THE RIPPER**
Mirage
- 19 ELVIRA/MISTRESS OF DARK**
Accolade
- 20 ELVIRA II/JAWS OF CERBERUS**
Accolade
- 21 KGB**
Virgin
- 22 KING'S QUEST SERIES**
Sierra
- 23 HEART OF CHINA**
Dynamix
- 24 MANIAC MANSION**
Eldersoft
- 25 NIPPON SAFES INC**
DMI
- 26 INNOCENT UNTIL CAUGHT**
Psygnosis
- 27 LOOM**
US Gold
- 28 WILLY BEAMISH**
Sierra
- 29 HITCHHIKERS GUIDE**
Infocom
- 30 CODENAME: ICEMAN**
Sierra
- 31 POLICE QUEST SERIES**
Sierra
- 32 FUTURE WARS**
US Gold
- 33 LEATHER GODDESSES**
Infocom



- 34 LEISURE SUIT LARRY 1, 2 & 3**
Sierra
- 35 SPACE QUEST IV**
Sierra
- 36 SPACE QUEST 1, 2 & 3**
Sierra
- 37 DUNE**
Virgin
- 38 TRIAL BY FIRE**
Sierra
- 39 ZAK MCKRAKEN**
Lucasfilm
- 40 ZORK TRILOGY**
Infocom
- 41 SUSPICIOUS CARGO**
Gremlin
- 42 WONDERLAND**
Virgin
- 43 DEMONIAK**
Silmarils
- 44 PLAN 9 FROM OUTER SPACE**
Gremlin
- 45 MAUPITI ISLAND**
Lankhor

EAGLES

- 46 PLANETFALL**
Infocom
- 47 GUILD OF THIEVES**
Rainbird
- 48 STATIONFALL**
Infocom
- 49 B.A.T. II**
Ubi Soft
- 50 CONQUESTS OF CAMELOT**
Sierra
- 51 LURKING HORROR**
Unknown
- 52 ULTIMA SERIES**
Origin Mindscape
- 53 MANHUNTER SERIES**
Sierra
- 54 HOOK**
Ocean
- 55 B.A.T.**
Ubi Soft
- 56 DEJA-VU 1+2**
Mirrorsoft
- 57 SHOGUN**
Infocom
- 58 SPELLBREAKER**
Infocom
- 59 WISHBRINGER**
Infocom
- 60 CHRONOQUEST SERIES**
Psygnosis
- 61 ENCHANTER**
Infocom
- 62 SORCEROR**
Infocom
- 63 BEYOND ZORK**
Infocom
- 64 ZORK ZERO**
Infocom
- 65 SUSPECT**
Infocom
- 66 BUREAUCRACY**
Rainbow Arts
- 67 DEADLINE**
Infocom
- 68 TIME**
Rainbird
- 69 INFIDEL**
Infocom
- 70 CORRUPTION**
Rainbird
- 71 FISH**
Rainbird
- 72 JINXTER**
Rainbird
- 73 THE PAWN**
Rainbird
- 74 SUSPENDED**
Infocom
- 75 TIMES OF LORE**
Origin
- 76 COLONEL'S BEQUEST**
Sierra
- 77 WEEN**
Loricel
- 78 GOLDRUSH!**
Sierra
- 79 FASCINATION**
Digital Integration
- 80 STARCROSS**
UbiSoft
- 81 HOLLYWOOD HI-JINX**
Infocom
- 82 TRINITY**
UbiSoft
- 83 A MIND FOREVER VOYAGING**
Infocom
- 84 BLACK CAULDRON**
Infocom
- 85 NIGHT ORC**
Rainbird
- 86 SEA STALKER**
Infocom

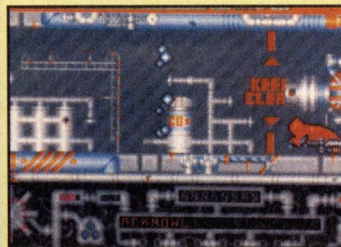
- 87 CUT-THROATS**
UbiSoft
- 88 KEEF THE THIEF**
Electronic Arts
- 89 LANCELOT**
UbiSoft
- 90 WITNESS**
Infocom

SHOOT'EM-UP

- 1 CHAOS ENGINE**
Renegade
- 2 ALIEN BREED 2**
Team 17
- 3 PROJECT-X**
Team 17
- 4 BLASTAR**
Core
- 5 ALIEN BREED '92**
Team 17
- 6 BLOOD MONEY**
Psygnosis
- 7 DESERT STRIKE**
Electronic Arts
- 8 ALIEN BREED**
Team 17
- 9 TURRICAN 3**
Renegade
- 10 WALKER**
Psygnosis
- 11 SILKWORM**
Virgin
- 12 SWIV**
The Sales Curve
- 13 TURRICAN 2**
Rainbow Arts
- 14 OVERKILL**
Mindscape
- 15 URIDIUM 2**
Renegade
- 16 URIDIUM 2**
Renegade
- 17 JET STRIKE**
Alternative
- 18 CYBERPUNKS**
Core Design
- 19 SIMULCRA**
MicroStyle
- 20 XENON II - MEGABLAST**
Renegade
- 21 THE KILLING GAME SHOW**
Psygnosis
- 22 X-OUT**
Rainbow Arts
- 23 DISPOSABLE HERO**
Gremlin
- 24 T2 ARCADE**
Virgin
- 25 Z-OUT**
Rainbow Arts
- 26 APIDYA**
Blue Byte
- 27 R-TYPE II**
Activision
- 28 MIDNIGHT RESISTANCE**
Ocean
- 29 FIREFORCE**
ICE
- 30 MICROCOSM**
Psygnosis
- 31 ALCATRAZ**
Infogrames
- 32 PANG**
Ocean
- 33 VENUS**
Gremlin
- 34 EPIC**
Ocean
- 35 R-TYPE**
Activision

BATTLE SQUADRON

- 36 BATTLE SQUADRON**
UbiSoft
- 37 AMNIOS**
Psygnosis
- 38 WOLFCHILD**
Core Design
- 39 SPACE GUN**
Ocean
- 40 LETHAL XCESS**
Grandslam
- 41 RUBICON**
21st Century
- 42 WING COMMANDER**
Mindscape



- 43 ANARCHY**
Unknown
- 44 OPERATION THUNDERBOLT**
Ocean
- 45 MEAN ARENAS**
Ice
- 46 WINGS OF DEATH**
Thalion
- 47 WARZONE**
Core Design
- 48 ESCAPE FROM THE ROBOT**
Unknown
- 49 MONSTERS**
UbiSoft
- 50 STELLAR 7**
Sierra
- 51 ORK**
Psygnosis
- 52 STARDUST**
Daze
- 53 VIDEO KID**
Gremlin
- 54 PEGASUS**
Gremlin
- 55 HOSTILE BREED**
Palace
- 56 BONANZA BROS**
US Gold
- 57 FIREHAWK**
Codemasters
- 58 FANTASTIC VOYAGE**
UbiSoft
- 59 STRIDER II**
US Gold
- 60 ATOMIC ROBO-KID**
Activision
- 61 THE EXECUTIONER**
Audiogenic
- 62 ARMALYTE**
Thalamus
- 63 OPERATION WOLF**
Ocean
- 64 SHADOW DANCER**
US Gold
- 65 SUPER SPACE INVADERS**
Domark
- 66 LINE OF FIRE**
US Gold
- 67 XENON**
Renegade
- 68 MONTY PYTHON**
Virgin
- 69 TERMINATOR 2**
Ocean
- 70 SUPER SKWEEK**
Loricel

BATTLESTORM

- 71 BATTLESTORM**
UbiSoft
- 72 ROBOCOOP 2**
Ocean
- 73 AGONY**
Psygnosis
- 74 STARUSH**
UbiSoft
- 75 MERCS**
US Gold
- 76 BAAL**
Unknown
- 77 CAVITAS**
Unknown
- 78 ALIEN STORM**
US Gold
- 79 WARLOCK THE AVENGER**
Millennium
- 80 CARDIAXX**
Electronic Zoo
- 81 WESTPHASER**
Loricel
- 82 FIRE AND FORGET**
Titus
- 83 STARRAY**
Logotron
- 84 PREDATOR II**
Mirrorsoft
- 85 GHOST BATTLE**
Thalion
- 86 FRENETIC**
Audiogenic
- 87 THE SPY WHO LOVED ME**
Domark
- 88 TOTAL RECALL**
Ocean
- 89 UNDER PRESSURE**
Electronic Zoo
- 90 BACK TO THE FUTURE 3**
Mirrorsoft
- 91 MENACE**
Psygnosis
- 92 SAINT DRAGON**
Domark
- 93 DALEK ATTACK**
Alternative
- 94 THUNDERJAWS**
Domark
- 95 ZONE WARRIOR**
Electronic Arts
- 96 U.N. SQUADRON**
US Gold
- 97 VAXINE**
Activision
- 98 DAN DARE II**
Virgin
- 99 GAUNTLET 3**
US Gold
- 100 STARGLIDER**
Rainbird

SPORTS SIMULATION

- 1 SENSIBLE SOCCER V1.1**
Renegade
- 2 GOAL**
Virgin
- 3 SPEEDBALL 2**
Renegade
- 4 PRO TENNIS TOUR 2**
Ubi Soft
- 5 BRUTAL SPORTS FOOTBALL**
Millennium
- 6 JOHN MADDEN**
Electronic Arts
- 7 PGA TOUR GOLF + Data Disk**
Electronic Arts
- 8 PREMIER MANAGER 2**
Gremlin
- 9 GRAHAM GOOCH CRICKET**
Audiogenic

10 PREMIER MANAGER

Gremlin

11 MICROPROSE GOLF

MicroProse

12 WORLD CLASS RUGBY

Audiogenic

13 SENSIBLE SOCCER

Renegade

14 BULLY'S SPORTING DARTS

Admiral

15 AMERICAN GLADIATORS

Gametek

16 EUROPEAN CHAMPIONS

Ocean

17 PLAYER MANAGER

Anco

18 SPEEDBALL

Renegade

19 JIMMY WHITE'S SNOOKER

Virgin

20 ARCHER MACLEAN'S POOL

Virgin

21 WORLD CLASS LEADERBOARD

US Gold

22 LINKS

US Gold

23 THE MANAGER

US Gold

24 GAMES: SUMMER EDITION

US Gold



25 CHAMP MANAGER '93

Domark

26 NICK FALDO'S CHAMP GOLF

Grandslam

27 CHAMPIONSHIP MANAGER

Domark

28 TENNIS CUP

Loricel

29 TV SPORTS FOOTBALL

Mindscape

30 CALIFORNIA GAMES

US Gold

31 PRO TENNIS TOUR

Ubi Soft

32 JAHANGIR KHAN SQUASH

Krisalis

33 GRAHAM TAYLOR'S

Krisalis

34 RBI 2 BASEBALL

Mindscape

35 KICK OFF 2

Anco

36 DISC

Loricel

37 THE AQUATIC GAMES

Millennium

38 TV SPORTS BASKETBALL

Mindscape

39 SUPER SPORT CHALLENGE

Daze

40 STRIKER

Rage

41 TENNIS CUP 2

Loricel

42 LIVERPOOL

Grandslam

43 WINTER SUPERSPORTS '92

Flair

44 J BARNES EURO FOOTBALL

Krisalis

45 ZANY GOLF

UbiSoft

46 EURO SOCCER

Flair

47 MAN UNITED - EUROPE

Krisalis

48 TV SPORTS BASEBALL

Mindscape

49 FIENDISH FREDDY

Tynesoft

50 INTERNATIONAL SPORTS

Empire

51 MASTER BLAZER

Rainbow Arts

52 TIP OFF

Anco

53 EUROPEAN FOOTBALL CHAMP

Krysalis

54 WAYNE GRETZKY HOCKEY 2

Bethesda

55 MICROPROSE SOCCER

MicroProse

56 INTERNATIONAL SOCCER

MicroProse

57 SUPERSKI 2

Microids

58 THE CARL LEWIS CHALLENGE

Psygnosis

59 CALIFORNIA GAMES II

US Gold

60 MEGA SPORTS

UbiSoft

61 GRAND MONSTER SLAM

Rainbow Arts

62 WORLD GAMES

US Gold

63 PROJECTYLE

Electronic Arts

64 PURPLE SATURN DAY

Infogrames

65 ADVANTAGE TENNIS

UbiSoft

66 WWF WRESTLEMANIA

Ocean

67 STORMBALL

Millennium

68 ITALY 1990

US Gold

69 FACE OFF ICE HOCKEY

Krisalis

70 BILLIARDS II

Infogrames

71 REBEL RACER

Unknown

72 I PLAY 3D SOCCER

I-Play

73 WORLD CHAMP SOCCER

Unknown

74 STEVE DAVIS SNOOKER

CDS

75 FOOTBALL MANAGER 2

Addictive

76 JACK NICKLAUS GOLF

Gremlin

77 FOOTBALLER OF THE YEAR 2

Gremlin

78 3D TENNIS

Unknown

79 WILD WHEELS

Ocean

80 RUGBY/THE WORLD CUP

Infogrames

81 SUPER LEAGUE MANAGER

Unknown

82 EUROPEAN SUPERLEAGUE

Unknown

83 TOURNAMENT GOLF

Unknown

84 MANCHESTER UNITED

Krisalis

85 CIRCUS GAMES

1st 1 2 spot this wins a game

86 ADIDAS SOCCER

Ocean

87 SLIDERS

Palace

88 INTER. RUGBY CHALLENGE

Domark

89 SUPERSOCCER

UbiSoft

90 PASSING SHOT

Unknown

91 GRAND NATIONAL

Unknown

92 MEAN 18

Accolade

93 THE GAMES ESPANIA '92

Ocean

94 ADIDAS TENNIS

Ocean

95 ITALIA '90

US Gold

96 M.U.D.S.

Rainbow Arts

97 CYBERBALL

Unknown

98 FIGHTING SOCCER

Unknown

99 STREET HOCKEY

Telecomsoft

100 3D POOL

Telecomsoft

FLIGHT SIMULATION

1 REACH FOR THE SKIES

Virgin

2 FLIGHT OF THE INTRUDER

Mirrorsoft

3 GUNSHIP 2000

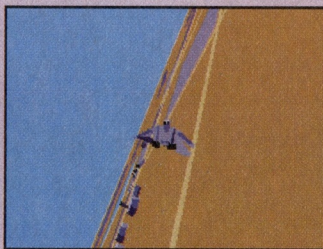
MicroProse

4 FALCON & MISSION Disks 1 & 2

Mirrorsoft

5 F117A

Microprose



6 COMBAT AIR PATROL

Psygnosis

7 B17 FLYING Fortress

MicroProse

8 DOGFIGHT

MicroProse

9 THUNDERHAWK

Core Design

10 F-19 STEALTH FIGHTER

MicroProse

11 THEIR FINEST HOUR + Data Disk

Lucasfilm

12 F-16 COMBAT PILOT

Digital Integration

13 A320 AIRBUS USA

Thalion

14 BATTLEHAWKS 1942

Lucasfilm

15 FIGHTER BOMBER

Activision

16 A320 AIRBUS

Thalion

17 A-10 TANK KILLER V1.5

Sierra

18 GUNSHIP

MicroProse

19 BIRDS OF PREY

Electronic Arts

20 SHUTTLE

Virgin

21 PROFLIGHT

Hi Soft

22 INTERCEPTOR

Unknown

23 FLIGHT SIMULATOR 2

Sublogic

24 KNIGHTS OF THE SKY

MicroProse

25 MIG-29M SUPER FULCRUM

Domark

26 F-29 RETALIATOR

Ocean

27 F-15 STRIKE EAGLE II

MicroProse

28 A-10 TANK KILLER

Sierra

29 MIG-29 FULCRUM

Domark

30 TOWER FRA

Unknown

31 WINGS

Cinemaware

32 SKYCHASE

Microprose

33 F-15 STRIKE EAGLE

MicroProse

34 ATF II

Digital Integration

35 FIGHTER DUEL PRO

Jaeger Software

36 CHUCK YEAGER

Electronic Arts

37 RED BARON

Dynamix

38 STRIKE FORCE HARRIER

Digital Integration

39 BLUE MAX

Unknown

40 AV-8B HARRIER ASSAULT

Domark

RACING

1 LOTUS ESPRIT TURBO CHALL

Gremlin

2 FORMULA ONE GRAND PRIX

MicroProse

3 SUPERCARS 2

Gremlin

4 LOTUS TURBO CHALLENGE II

Gremlin

5 OVERDRIVE

Team 17

6 STUNT CAR RACER

MicroStyle

7 NO SECOND PRIZE

Thalion

8 NITRO

Psygnosis

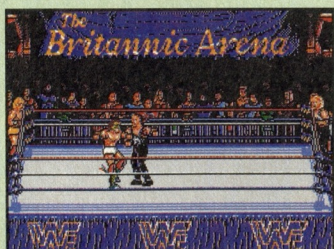
- 26 LOMBARD RAC RALLY**
Mandarin
- 27 SUPER HANG-ON**
Activision
- 28 JUPITER'S MASTERDRIVE**
Ubi Soft
- 29 RVF HONDA**
MicroStyle
- 30 INDY HEAT**
The Sales Curve
- 31 PSYBORG**
Loricel
- 32 4D SPORTS DRIVING**
Mindscape
- 33 OUTRUN EUROPA**
US Gold



- 34 HARD DRIVIN' II**
Domark
- 35 ROAD RASH**
Electronic Arts
- 36 GRAND PRIX CIRCUIT**
Unknown
- 37 TURBO OUTRUN**
US Gold
- 38 HARD DRIVIN'**
Domark
- 39 BADLANDS**
Domark
- 40 PRIME MOVER**
Psygnosis
- 41 THE CYCLES**
Ubisoft
- 42 CHASE HQ II**
Ocean
- 43 POWERDROME**
Ubisoft
- 44 OVERLANDER**
Elite
- 45 TEST DRIVE**
Accolade
- 46 BURNING RUBBER**
Ocean
- 47 RED ZONE**
Psygnosis
- 48 CISCO HEAT**
Mirrorsoft
- 49 RACE DRIVIN'**
Domark
- 50 MOONSHINE RACERS**
Millennium
- 51 FERRARI FORMULA 1**
Virgin
- 52 THE ULTIMATE RIDE**
Mindscape
- 53 HOTROD**
Activision
- 54 GRAND PRIX MASTER**
Codemasters
- 55 CHASE HQ**
Ocean
- 56 HIGHWAY PATROL 2**
Infogrames
- 57 DRIVIN' FORCE**
Digital Magic
- 58 5TH GEAR**
Hewson
- 59 TURBO CUP**
Loricel
- 60 CHAMPION DRIVER**
Zeppelin

BEAT'EM-UP

- 1 MORTAL KOMBAT**
Virgin
- 2 IK+**
System 3
- 3 BODY BLOWS**
Team 17
- 4 PANZA KICK BOXING**
Futura
- 5 ELFMANIA**
Renegade
- 6 TORVAK THE WARRIOR**
Core Design
- 7 BODY BLOWS GALACTIC**
Team 17
- 8 BUDOKAN**
Electronic Arts
- 9 STREETFIGHTER II**
US Gold
- 10 ORIENTAL GAMES**
Unknown
- 11 AFTER THE WAR**
Dynamic
- 12 VIGILANTE**
US Gold
- 13 WRATH OF THE DEMON**
Readysoft
- 14 SHADOW WARRIORS**
Ocean
- 15 FINAL FIGHT**
US Gold
- 16 NINJA WARRIORS**
Virgin
- 17 GOLDEN AXE**
Virgin
- 18 SWORD OF THE SODAN**
Activision
- 19 CHAMBERS OF SHAOLIN**
Grandslam
- 20 METAL MASTERS**
Infogrames
- 21 BLACK TIGER**
US Gold
- 22 DARKMAN**
Ocean



- 23 SKULL AND CROSSBONES**
Domark
- 24 DOUBLE DRAGON III**
Virgin
- 25 WWF II**
Ocean
- 26 DYNASTY WARS**
US Gold
- 27 PITFIGHTER**
Domark
- 28 FULL CONTACT**
Team 17
- 29 TMHT**
Mirrorsoft
- 30 DINOWARS**
Unknown
- 31 NIGHTBREED (ARCADE)**
Ocean
- 32 ROGUE TROOPER**
Krysalis
- 33 DOUBLE DRAGON II**
Virgin
- 34 LAST NINJA 2**
System 3
- 35 IVANHOE**
Ocean
- 36 WILD STREETS**
Titus

- 37 DR DOOMS REVENGE**
Entertainment International
- 38 COUGAR FORCE**
Tomahawk
- 39 TURTLES 2/ARCADE GAME**
Mirrorsoft
- 40 ALTERED BEAST**
Unknown

STRATEGY

- 1 SETTLERS**
Kompart
- 2 POWERMONGER** + Data Disk
Electronic Arts
- 3 UTOPIA** + Data Disk
Gremlin
- 4 PERFECT GENERAL**
Impressions
- 5 MEGA LO MANIA**
Mirrorsoft
- 6 POPULOUS II**
Electronic Arts
- 7 CIVILISATION**
MicroProse
- 8 DUNE II**
Virgin
- 9 CAESAR**
Impressions
- 10 SABRE TEAM**
Krisalis
- 11 GLOBAL EFFECT**
Electronic Arts
- 12 DREADNOUGHTS**
Turcan Research
- 13 CAMPAIGN 2**
Empire
- 14 CASTLES 2**
Interplay
- 15 GENGHIS KHAN**
Infogrames
- 16 GENESIA**
Mindscape
- 17 SIM CITY DELUXE**
Infogrames
- 18 SIMCITY** + Terrain Editor
Infogrames
- 19 CAESAR DELUXE**
Impressions
- 20 SUPREMACY**
Unknown
- 21 CELTIC LEGENDS**
Ubi Soft
- 22 BANDIT KINGS**
Unknown
- 23 BATTLE ISLE** + Data Disk
Blue Byte
- 24 POPULOUS** + Promised Lands
Electronic Arts
- 25 RAILROAD TYCOON**
MicroProse
- 26 A-TRAIN**
Maxis
- 27 RAGNAROK**
Mirage
- 28 CAMPAIGN** + Data Disk
Empire
- 29 REALMS**
Virgin
- 30 THE PATRICIAN**
Daze
- 31 CENTURION**
CCS
- 32 BREACH 2**
Impressions
- 33 HARPOON** + Data Disk
Mirrorsoft
- 34 MURDER**
US Gold
- 35 LASER SQUAD**
Krisalis
- 36 ROME AD92**
Millennium
- 37 VIKINGS**
Thalamus
- 38 BREACH**
Impressions
- 39 PALADIN**
Impressions
- 40 SIM EARTH**
Ocean
- 41 DEUTEROS**
Activision
- 42 HISTORYLINE 1914-1918**
Blue Byte
- 43 SIMANT**
Ocean
- 44 WARLORDS**
Unknown
- 45 1869**
Flair
- 46 GETTYSBURG**
Mirrorsoft
- 47 ARMADA**
Mirrorsoft
- 48 BORODINO**
Mirrorsoft
- 49 MONOPOLY**
Unknown
- 50 WHEN TWO WORLDS WAR**
Impressions
- 51 RISK**
Unknown
- 52 BATTLE CHESS II**
Intercom
- 53 BATTLEMASTER**
Unknown
- 54 MOONBASE**
CRL
- 55 BATTLE CHESS**
Electronic Arts
- 56 LORDS OF CHAOS**
DMI
- 57 BRIGADE COMMANDER**
Unknown
- 58 HILL STREET BLUES**
Krisalis
- 59 AIRFORCE COMMANDER**
Impressions
- 60 KINGMAKER**
US Gold
- 61 AIR BUCKS**
Impressions
- 62 GOLD OF THE AMERICAS**
Starbyte
- 63 HALLS OF MONTEZUMA**
US Gold
- 64 ARNHEN**
CCS
- 65 GERM CRAZY**
Electronic Zoo
- 66 TOWER OF BABEL**
Microprose
- 67 CHESS CHAMPION 2175**
CDS
- 68 FLOOR 13**
Virgin
- 69 FIGHTER COMMAND**
Impressions
- 70 FORT APACHE**
Impressions
- 71 LIFE AND DEATH**
Mindscape



- 72 INTERCEPTOR**
Electronic Arts
- 73 RED LIGHTNING**
SSI

74 CONFLICT EUROPE

Mirrorsoft

75 COHORT

Impressions

76 SEIGEMASTER

CCS

77 STORM ACROSS EUROPE

SSI

78 CONFLICT: MIDDLE EAST

US Gold

79 NAPOLEON I

Impressions

80 AFRIKA KORPS

Impressions

81 BIG BUSINESS

Rainbow Arts

82 RAMPART

Domark

83 CASTLES

Electronic Arts

84 CRIME CITY

Impressions

85 'NAM

Domark

86 TRADERS

Unknown

87 NUCLEAR WAR

US Gold

88 CHARGE OF LIGHT BRIGADE

Impressions

89 CHAMPION OF THE RAJ

Mirrorsoft

90 DRAGON FORCE

Phalion

91 OVERRUN

US Gold

92 WATERLOO

Mirrorsoft

93 FIRETEAM 2200

Ubisoft

94 AUSTERLITZ

Mirrorsoft

95 NO GREATER GLORY

Unknown

96 UMS 1+2

MicroProse

97 ACTION STATIONS

Lazer

98 AIRFORCE COMMANDER

Impressions

99 BLITZKRIEG

Mirrorsoft

100 MEDIEVAL WARRIORS

Ubisoft

ARCADE STRATEGY

1 CANNON FODDER

Virgin

2 FRONTIER - ELITE 2

Gametek

3 LIBERATION

Mindscape

4 ELITE

Rainbird

5 SYNDICATE

Electronic Arts

6 SPACE HULK

Electronic Arts

7 ARMOUR-GEDDON

Psygnosis

8 DYNABLASTER

VBI

9 THE KILLING CLOUD

Mirrorsoft

10 FLAMES OF FREEDOM

MicroProse

11 HIRED GUNS

Psygnosis

12 STARGLIDER 2

Rainbird

13 THEATRE OF DEATH

Psygnosis

14 STORM MASTER

Silmarils

15 SPECIAL FORCES

MicroProse

16 NORTH AND SOUTH

Infogrames

17 WAR IN THE GULF

Empire

18 PIRATES

US Gold

19 TRANSARCTICA

Silmarils

20 INTERPHASE

Mirrorsoft

21 DRAGON'S BREATH

Palace

22 MIDWINTER

MicroProse

23 IRON LORD

Ubisoft

24 MILLENIUM 2.2

Activision

25 DAMOCLES + Mission Disk

Novagen

26 COVERT ACTION

MicroProse

27 VOYAGE BEYOND

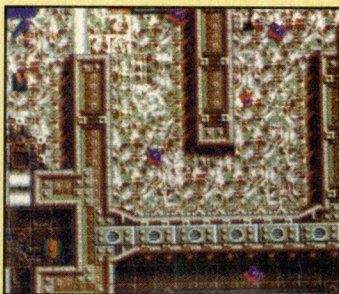
Unknown

28 LORDS OF THE RISING SUN

Cinemaware

29 ROBIN HOOD

Millennium



30 ANCIENT ART/WAR IN SKIES

MicroProse

31 NARCO POLICE

Dynamix

32 STAR CONTROL

Unknown

33 TEAM YANKEE

Empire

34 MOONFALL

Hewson

35 TIME MACHINE

Activision

36 MAGIC FLY

Activision

37 PACIFIC ISLANDS

Empire

38 CYTRON

Psygnosis

39 STRIKE FLEET

Electronic Arts

40 STARFLIGHT

SSI

41 SPACE ROGUE

Unknown

42 RULES OF ENGAGEMENT

Impressions

43 MAGIC GARDENS

Electronic Zoo

44 ECO PHANTOM

Elec Zoo

45 VOLFIED

Empire

46 AIR SUPPORT

Psygnosis

47 SWORDS AND GALLEONS

Silver

48 D-DAY

US Gold

49 CARTHAGE

Psygnosis

50 LOST PATROL

Ocean

PLATFORM

1 FLASHBACK

US Gold

2 SOCCER KID

Krisalis

3 SUPERFROG

Team 17

4 ZOOL

Gremlin

5 THE ADDAMS FAMILY

Ocean

6 ASSASSIN

Team 17



7 PREMIERE

Core Design

8 GODS

Renegade

9 ZOOL 2

Gremlin

10 RAINBOW ISLANDS

Ocean

11 DONK

Supervision

12 PARASOL STARS

Ocean

13 FURY OF THE FURRIES

Mindscape

14 FIRE & ICE

Renegade

15 ROBODOD

Millennium

16 LEANDER

Psygnosis

17 PUTTY

System 3

18 RICK DANGEROUS 1+2

MicroProse

19 TITUS THE FOX

Titus

20 ALIEN 3

Virgin

21 MAGIC BOY

Empire

22 QWAK

Team 17

23 SLEEPWALKER

Ocean

24 CHUCK ROCK II

Core Design

25 DELIVERANCE

21st Century

26 FUZZBALL

System 3

27 RODLAND

The Sales Curve

28 JAMES POND

Millennium

29 9-LIVES

Arc

30 ALFRED CHICKEN

Mindscape

31 ELF

Ocean

32 MYTH

System 3

33 SWITCHBLADE 2

Gremlin

34 ARABIAN NIGHTS

Krisalis

35 BEAVERS

Grandslam

36 JIM POWER

Loricel

37 WOODY'S WORLD

Global

38 'ALLO 'ALLO

Alternative

39 GLOBAL GLADIATORS

Virgin

40 TROLLS

Flair

41 MAGIC BOY

Empire

42 SWITCHBLADE

Gremlin

43 MAGIC POCKETS

Renegade

44 TOKI

Ocean

45 ELVIRA THE ARCADE GAME

Flair

46 THE BLUES BROTHERS

Titus

47 WONDER DOG

Core Design

48 CHUCK ROCK

Core Design

49 P.P. HAMMER

DMI

50 CREATURES

Thalamus

51 DEEP CORE

Ice

52 LIONHEART

Thalion

53 McDONALD'S LAND

Virgin

54 BC KID

Ubi Soft

55 OSCAR

Flair

56 BUBBLE BOBBLE

Firebird

57 HARLEQUIN

Gremlin

58 FLOOD

Electronic Arts

59 NEW ZEALAND STORY

Ocean

60 VIKING CHILD

Unknown

61 CAR-VUP

Core Design

62 RISKY WOODS

Electronic Arts

63 YO JOE!

Hudson Soft

64 JOE & MAC

Elite

65 NIGHT SHIFT

Lucasfilm</

- 79 WIZ 'N' LIZ**
Psygnosis
- 80 DOJO DAN**
Europress Software
- 81 HUDSON HAWK**
Ocean
- 82 NAVY SEALS**
Ocean
- 83 HOI**
Kornpart
- 84 CAPTAIN PLANET**
Mindscape
- 85 EDD THE DUCK**
Zeppelin
- 86 SUPER CAULDRON**
Titus
- 87 KID GLOVES**
Unknown
- 88 LITTLE BEAU**
Digital Magic
- 89 IMPOSSAMOLE**
Gremlin
- 90 THE AMAZING SPIDERMAN**
Unknown
- 91 BATMAN - THE MOVIE**
Ocean
- 92 STRIDER**
US Gold
- 93 BUILDERLAND**
Loriciel
- 94 AXEL'S MAGIC HAMMER**
Gremlin
- 95 MIGHTY BOMB JACK**
Elite

PUZZLE & QUIZ

- 1 LEMMINGS 2**
Psygnosis
- 2 OH NO! MORE LEMMINGS**
Psygnosis
- 3 LOST VIKINGS**
Interplay
- 4 DIGGERS**
Millennium
- 5 PIPEMANIA**
US Gold
- 6 BUBBA 'N' STIX**
Core Design
- 7 ONE STEP BEYOND**
Ocean
- 8 PUSH-OVER**
Ocean



- 9 HUMANS/JURASSIC LEVELS**
Mirage
- 10 BILL'S TOMATO GAME**
Psygnosis
- 11 KRUSTY'S FUNHOUSE**
Virgin
- 12 GOBLIINS 2**
Coktel Vision
- 13 KLAX**
Domark
- 14 CHIPS CHALLENGE**
US Gold
- 15 TETRIS**
Infogrames
- 16 BRAT**
Mirrorsoft

- 17 WIZKID**
Ocean
- 18 BOB'S BAD DAY**
Psygnosis
- 19 BLOB**
Core
- 20 MORPH**
Millennium
- 21 GOBLIINS**
Coktel Vision
- 22 TRODDERS**
The Sales Curve
- 23 SINK OR SWIM**
Zeppelin
- 24 TINY SKWEES**
Loriciel
- 25 LOOPZ**
Audiogenic
- 26 SUPER TETRIS**
MicroProse
- 27 STEG**
CodeMasters
- 28 BLOCKOUT**
Unknown
- 29 LOCOMOTION**
Global
- 30 WELLTRIS**
Infogrames
- 31 BUG BOMBER**
Unknown
- 32 ISHIDO**
Palace
- 33 PUZZNIC**
Ocean
- 34 NEVERMIND**
Psygnosis
- 35 E-MOTION**
US Gold
- 36 TRIVIAL PURSUIT**
Domark
- 37 CASTLE OF DR. BRAIN**
Sierra
- 38 STONE AGE**
Grandslam
- 39 ATOMINO**
Psygnosis
- 40 SUPAPLEX**
Digital Integration
- 41 LOGICAL**
Rainbow Arts
- 42 GEM'X**
Unknown
- 43 BRAIN BLASTERS**
Psygnosis
- 44 ATOMIX**
Unknown
- 45 REVELATIONS**
Krisalis
- 46 PICK'N'PILE**
Ubi Soft
- 47 QUADREL**
Krisalis
- 48 CATCH'EM**
DMI
- 49 PLOTTING**
Ocean
- 50 7 COLORS**
Infogrames
- 51 KWIK SNAK**
Unknown
- 52 SPINDIZZY WORLDS**
CodeMasters
- 53 JUMPING JACKSON**
Unknown
- 54 CLOWN'O'MANIA**
Unknown
- 55 SCRABBLE**
Melbourne House
- 56 MANIX**
Millennium
- 57 MANIC MARBLE**
Unknown
- 58 SCRABBLE**
US Gold
- 59 TILT**
Unknown

- 60 BOULDERDASH**
First Star
- 61 BOSTON BOMB CLUB**
Silmarils
- 62 THE POWER**
Demonware
- 63 GEARWORKS**
Software Business
- 64 RA**
Re-line
- 65 PICTONARY**
Domark

ROLE PLAYING

- 1 DUNGEON MASTER**
Psygnosis
- 2 CHAOS STRIKES BACK**
Psygnosis
- 3 EYE OF THE BEHOLDER II**
US Gold
- 4 LEGEND**
Mindscape
- 5 KNIGHTMARE**
Mindscape
- 6 AMBERSTAR**
Thalion
- 7 BLACK CRYPT**
Electronic Arts
- 8 MIGHT AND MAGIC III**
US Gold
- 9 PALADIN II**
Impressions
- 10 BANE OF THE COSMIC FORGE**
US Gold
- 11 EYE OF THE BEHOLDER**
US Gold
- 12 MIGHT AND MAGIC II**
US Gold
- 13 PERIHILION**
Psygnosis

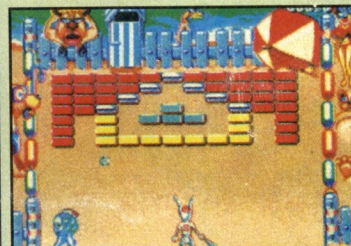


- 14 SHADOWWORLDS**
Krisalis
- 15 WORLDS OF LEGEND**
Mindscape
- 16 POOLS OF DARKNESS**
US Gold
- 17 DEATH KNIGHTS OF KRYNN**
US Gold
- 18 CHAMPIONS OF KRYNN**
US Gold
- 19 BLADE OF DESTINY**
US Gold
- 20 BARD'S TALE III**
Electronic Arts
- 21 BARD'S TALE II**
Electronic Arts
- 22 ABANDONED PLACES 2**
ICE
- 23 ISHAR 2**
Daze
- 24 ULTIMA VI**
Mindscape
- 25 EXODUS**
Global
- 26 STARFLIGHT II**
US Gold
- 27 WHALE'S VOYAGE**
Flair
- 28 STARFLIGHT**
US Gold
- 29 SHADOWLANDS**
Domark

- 30 SECRET OF THE SILVER BLADES**
Infocom
- 31 HARD NOVA**
Electronic Arts
- 32 SHADOW SORCERER**
US Gold
- 33 ISHAR/LEGEND OF FORTRESS**
Daze
- 34 LEGENDS OF VALOUR**
US Gold
- 35 LORD OF THE RINGS**
Electronic Arts
- 36 SPACE 1889**
Empire
- 37 MEGATRAVELLER 1**
Empire
- 38 BUCK ROGERS**
US Gold
- 39 DRAGON WARS**
Unknown
- 40 AZURE BONDS**
US Gold
- 41 POOL OF RADIANCE**
US Gold
- 42 LEGEND OF FAERGHAIL**
Rainbow Arts
- 43 TREASURES/SAVAGE FRONT**
US Gold
- 44 GATEWAY/SAVAGE FRONT**
US Gold
- 45 DRAGON FLIGHT**
Unknown

BAT & BALL

- 1 PINBALL FANTASIES**
21st Century
- 2 PINBALL DREAMS**
21st Century
- 3 ARKANOID 2/REV OF**
Ocean
- 4 SHUFFLEPUCK CAFE**
Ubisoft
- 5 ARKANOID**
Ocean
- 6 KRYPTON EGG**
Rainbird
- 7 BUNNY BRICKS**
Silmarils



- 8 LORDS OF WAR**
Rainbow Arts
- 9 BOTICS**
Krisalis
- 10 TITAN**
Titus

Well, did you spot it? Well done if you did – now send your answer to the usual address and get ready for an anti-climax...

SWAP

Swap: Nigel Mansells World Championship, Man United Europe, Pitfighter, and International Ice Hockey. Wanted: Goal and WWF 2. Phone Oliver 0636 706427.

Swap or sell Terminator, Capt. Planet, Torvac, Time Warrior, Simpsons, Twin Worlds, Blade W, Body Blows, Zool for anything. Paul Johnson 0782 325570.

For sale: Sega Game Gear with 2 games, excellent condition £70. Also Streetfighter 2 (Amiga) £12. Call Nicholas Martin 0703 732456.

Sega game gear, 6 games including Sonic 1+2, magnifier, carry case, Ac adaptor, mint condition. Bargain, only £160 ono. Phone F. Kangaris 081 360 5167.

I have over 300 games for you to choose from very reasonable price. Call me for a good deal now. Martin Brinkley 0205 460996.

Amiga games from as little as £1. Write to Andy Humble, 7 Clarence Close, Immingham, S. Humbs., DN40 1PE.

Games wanted - Speedball 2, Populous 2, Robocop 3, Body Blows, John Maddens American Football and Dungeon Master and Putty. Good prices offered. S. Pearce, 0703 692695.

I would like to swap Zool and Project X, Prem Man, Body Blows, Assassin. Exchange for Flashback, Prem Manager 2, Soccer Kid, Sabre Team, Graham Gooch II Innings, Reach for the Skies, PGA Golf+ courses, Brutal Sports Football, Project X new version. Gary Turley 0693 66428.

For sale: many games all with relevant instructions and all £6 each! Send an SSAE for a list. Kenton Sumner, 32 Orchard Gardens, Waltham Abbey, Essex, EN9 1RS. I have Campaign and Columbus Voyage of Discovery. I want to swap for Chess Champion 2175 and Heroquest for the Amiga 600. Please answer quickly!!!! David Green 061 9451083.

Sell: Sega Game Gear, new AC adaptor, two good games, boxed, instructions, VGC. Good buy. £70 ono. Tel. Dean on 0525 221378.

Swap: Amiga 500, 1MB RAM, Commodore 10845 Monitor, External Disk Drive, 15 Games, joystick and footpedals for a 3865X PC 1MB RAM, 40MB HD, 3-5" 1.44mb FD D, VGA Monitor and keyboard. Justin Fryer, 75 Sussex Gardens, Hucclecote, Gloucester, GL3 3SP.

I need A500 bits and pieces ie GUP harddrive, external disk drives, skanner, joysticks, modem, etc. I will pay top price for good secondhand goods, or unwanted games. Hawkesford, 19 Upper Grove, Margate, Kent, CT9 1QT.

I would like to sell Formula One Grand Prix and Batman Movie £15 both or swap for Midnight Resistance and NARC. Paul Goodwin 051 3568745.

For sale: Amiga 500, 1mb, extra disk drive, 5 joysticks, mouse, mouse mat + many games

£275 ono. Also Sega Game Gear, Ak adaptor, magnifier, battery pack, converter and 7 games! £275 ono. Items still boxed! Charles Rolfe 061 3432885.

A500 with Workbench 2 and 1.33, 42Mb GVP hard disk; fully installed. External Rocktec disk-drive, 3Mbg RAM-1Mb chip, supplied with Wordworth 2, Pagesetter3, DPaint4 amongst others, also with various games and utilities. Total cost £1000+; sell for £500 ono. Yee-Ting Li 081 521 8422.

Wanted: Dune II, Dynablasters, Aliens 3, Epic, Gunship 2000, Hired Guns, Kyrandia, C.A.P., Darkseed for Flashback, Strike Eagle 2, Sabre Team, First Samurai + Megalomania, Award Winners (Compilation), all good condition. Contact Will Dawes 0994 230345.

I would like to sell Streetfighter II, Superfrog, Flashback and Zool. All for £55 (boxed originals). Alex Galbraith 05833 322.

For sale:- A530 combo 120mb HD with 1MB RAM £450. Also Philips CM8833 MK II £130. Mr. G.O. Pond 0277 222294.

I wish to sell my Amiga 600 plus monitor, extra floppy drive, joysticks, accessories. No reasonable offer rejected. Garry Haworth 0788 521223.

Swap: A-Train, B17, Zool, Monkey Island II, Rocket Ranger or Spirit of Excalibur for your Dune II, Syndicate, Gunship 2000 or Walker. Good condition originals only. Ben Collins 081 8636936.

I have Ultra Games' Teenage Mutant Ninja Turtles (1989). I have lost the password book in the centre of the instruction booklet. Is there anyone who can help me get a copy of the password book? Paul Hendry, 28 warwick Way, Croxley Green, Rickmansworth, WD3 3SA.

Atari Lynx with 9 games boxed with instructions. Worth over £350, sell for £175. Great Xmas gift. Darren Price 0244 571360.

Mega-Drive games, Super Kick-Off, Sonic 2, Super Smash TV, Desert Strike and Lemmings, £20 each or £90 for the lot. Paul 0772 251861 (after 5.30 on weekdays).

Help! I've been after Bards Tale 1 and 2 for years. Could someone help? I have an Amiga 600. Edward Sills. 0724 732732.

For sale: A500 1 Mb and 2 Mb external ram. 20 Mb Harddrive, Action replay MKIII, mouse, joysticks, hundreds of discs, games, utilities, manuals, books. Boxed as new. £300 ono. Ben Wilde, 0344 773840.

A1200 for sale with 12 games worth £300 including Syndicate, Goal, Sensible Soccer, Walker, Body Blows, Chaos Engine with a joystick and magazines and mouse. Boxed. All for £410. Call Alyas Hussein on 021 328 4617.

For sale: Amiga games including Syndicate, Fuzzball, Project X, plus more. Please contact Stewart Gale on: 0639 635860.

Wanted for the Amiga A500 a printer. Will pay upto £70. Please help. Many thanks. Tracey Clarke. 0884 243406.

Contacts wanted send lists to: Peter Floyd, 5 Boxdale Road, Mossley hill, Liverpool L18 5EN.

For swap: Reach for the Skies for Dune II, Syndicate. All reasonable offers considered. Phone Shawn on 071 722 6918.

For sale Amiga 500, 1 Mb with joystick, mouse and mat. Over thirty top games (Project X, Kick off 2, Street Fighter 2 and Superfrog). Disk box included all for the cheap price of £220 or £150 without games. Phone Daniel on 081 751 3860.

Amiga 1200 colour monitor software and leads £500. Tel Andy on 061 980 6764.

Swap Golden Axe, Double Dragon 2, Ninja warriors, Shinobi, Dynamite Dux, Last Crusade ADV, Monkey Island 2, Days of Thunder, Turtles, Back to the Future II, Gremlins 2 and five Dizzy games. For Mortal Komabat, Flashback, Elfmania, Syndicate Legend of Kyrandia, Nippon Sales or Indy Heat. David Wood. 0494 534815.

PD contacts wanted to swap PD swappers only. Send list to: Richy, 4 Trelys Close, Blackwood, Gwent, NP2 1UT. Reply guaranteed.

Amiga contacts wanted send lists or disks to A. Garwood, 67 Sycamore Close, Skelton, York. YO3 6YU

printer 150 games. stereo leads and joysticks. Tel 0532 631741.

Australian Amiga user would like pen pals.

Your age is not important but please be honest and reliable. All genuine letters will receive a fast reply, write today!! Carlos Martins, PO Box E84, Queen Victoria Terrace, Canberra A.C.T. 2600, Australia. SWAP: Cruise for a Corpse, Indy Jones Last Crusade, Final Fight. For: Gunship 2000, CY's Air combat. Amiga 500 (1 meg) 071 731 277

I have Strike Force Harrier Arconoid, and back to the Future II. Will swap or sell. Phone Matthew 0935 851320.

Contacts/penpals wanted. 100% reply. Send lists or write for a copy of mine. Male or female 18+. Esadean Werfall. 0705 380507.

Amiga contacts wanted worldwide. Send disks, lists. Also swap Sensible Soccer, Project and SFI, Premier Manager, Superfrog, Syndicate, Lotus 2. Want Secret of Monkey Island 2, Lure of the Temptress, Budokan, Indy/Fate od Atlantis-adv, Bloodmoney, Armour Geddon. M.Baines, 2 Beach Close, Holyhead, Gwynedd.

Want Dune 2, Lure of the Temptress for Joe Blade, Warlock's Quest. Fully boxed (in same

We're feeling all giddy in the Swap Shop office this month, and have determined to fill this space with a lot of words we like, and will be trying to get into reviews over the coming months. Cumquat, sprout, Pifco, squat-thrust, gumption, labrador and soup.

For sale 1 Mb Amiga, Joystick, mouse manuals, 15 games superb condition £200 ono. Phone Andrew on 0443 228791.

Amiga contacts wanted 100% reply send your games lists now. Beginners preferably. Paul Lewis 45 Epworth Road, Rhyl, Clwyd.

For sale: Lynx MK1 with mains adaptor, three good games with case. All v. good condition £80 ono. Stuart Cutting, 30 Rosemary Road, Sprowston, Norwich, Norfolk.

Amiga 500 for sale with 1/2 meg ram upgrade, 3 Joysticks, Action Replay III, over 25 boxed games and a mouse etc. Excellent condition worth over £700 will sell for just £200. Contact Mark on 0222 564307.

Amiga contacts wanted 103% reply. Send stuff to Jason Daborn, 18 Holyoake Ave, Horsell, Woking, Surrey. GU21 4PW. Swap Lotus 3 V.G.C. for V.G.C. Flashback but as copies. Tel 0703 420944 and ask for Chris.

CD32 for sale £280, hardly used. Boxed. May swap for A1200. Especially if with Space Hulk. Write to Joe at Room CS-8, Davy Hall, Oaklands Road. Salford. EOB £12, Black Crypt £12, Cruise for a Corpse £12 Chrono Quest 2 £10 or will swap phone Russell on 0384 257341.

500 plus for sale includes 9 pin dot matrix

box). Tom Watson. 0462 433432.

Amiga contacts wanted 100% reply. Send discs or lists to Peter, 123 Colman Avenue, Beverley, North Humberside, HU17 9QE. Peter Spinks. 0482 864098.

Wanted desperate A-Train pool of Radiance Dune 2 upto £20 each paid. Phone Gary after 5pm or weekends.

Amiga contacts wanted. 100% reply. Please send lists/disks and letters. Leon Bass. 0684 566921.

Amiga games for sale, from £1 each. Send for printed lists, Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield. S31 8LZ.

Has anybody got King's Quest II, III or IV. I've got over 200 games to swap or cash. Phone Glenn on 0366 388020.

Sensi Soccer £10, Putty £12, Lotus 2 £5, DGeneration £7, F15 Strike Eagle II £10, Lure of the Temptress £15, Award Winners (Space Ace, Kick off 2, Pipemonia, Populous) Football £4, Football Manager II £4, Champions (Man Utd Europe, Boxing Manager, Spuash) £5, Speedball £4, Ballistix £4. Steven Heath. 0742 62209.

A600 20Mb Hard drive with Myth Rome ADG2, D Paint III 10 months old still boxed. £250. Phone 051 724 1920. Keith Rickett. 051 724 1925.

SHOP

Over 300 games to choose from give me a ring or write to me stating choice. Martin Brinkley. 0205 460996.

Lots of Amiga games available for swap. Too many to mention. Phone Ron on 081 984 8647

Amiga contacts wanted 100% reply send info lists or disks to Lorraine Kellett, 25 Hammonds Green, Totton, Southampton, Hants. SO4 3HL.

I am selling Body Blows (£10) SWIV (£4) Indy Jones and the Last Crusade Adventure (£5). Phone Thomas. 0722 325725.

I need more Amiga contacts 101% reply. Send your list and address to H.E.P. v/d Brink, Schoolstraat 5, 6721 CR Bennekom, Holland.

For sale Amiga 500 1 meg, 16 games, mouse, joystick, stereo, speakers, powerpak, modulator £200 boxed. Phone Richard 0252 313652

Swap: Pool, Gainforce, Silkworm and Doodle Bug. For Flashback. Phone Ben on 0642 323445 before 5pm please.

Swap Amiga A500 1 Meg, joystick, mouse and over £500 worth of games for SNES with two joypads, Mario Kart and Sfil. Gary Condon. 081 574 8973.

Amiga 500 with 1Mb upgrade mouse, 2 joysticks, deluxe paint 2, workbench. Approx 14 games, loads of magazine disks. Some complete games, huge pile of magazines. All manuals, leads etc. Bargain £240. Simon McCallum. 0462 671343 after 6pm

For sale: Curse of Enchantia - £25 (Brand new), Indiana Jones Last Crusade - £10. Offers considered. Phone Paul. 061 643 0755.

I want to swap Goblins 1 and 2, Zool, Awesome, Adam's family, Arabian nights and Alien Breed 92. I would like an Indy adventure, but will consider anything. Nick Compton, 37 St Michael's Road, Warwick. CV34 5RS.

Amiga contacts wanted to swap latest games. Steven Coate. 0793 827188

A600 contacts wanted send lists to Dennis Pattison, 127 Thornton Street, North Ormesby. M/Bro Cleveland. TS3 - 6PL. Any age welcome.

Adventure game pack: Dark Seed, Monkey Island and Cruise for a Corpse. All boxed with instructions etc. £35 will consider selling separately. Simon McCallum. 0462 671343 after 6pm.

Amiga contacts wanted worldwide. 110% reply. write: Juan Rdmon Brdvo Bravo, C/San Onofre 3-6, Torrent (46900), Valencia, Spain.

Swap my PC 386 for Sega Megadrive and four games inc Sonic, and £30. Great swap! Please no time wasters. Thanks. Julian Henley. 0473 612588

I would like to swap Creature Another World and KGB. Kieran Dewton. 0843 846010 Swap A600 for A500 VGC. Also Amiga contact many latest titles available. Contact

Kev for A600 0543 422182

Contact Carl for games 0543 424231. It'll be to your advantage.

Swap Dark Seed, Lure of Temptress, Championship Manager '93, PGA Tour, Powermanager, Thunderhawk NZS for Apidya, Chaos Engine, Line, Legend, D-Generation, Robocop 3, Flashback, Syndicate, Elite, Lionheart TR Type 2 Sentinel. Allan Brown. 071 793 1185.

Swap Graham Taylor's Soccer challenge for either Lemmings, Putty, Prince of Persia, Monkey Island. Call Caroline on 0737 769651.

I will swap Nigel Mansell World Champ, Zool, Manchester United, Europe, World Champ, Soccer, Intern, Soccer Challenge for Graham Gooch Cricket, Jurassic Park, Flashback Formula One GP Brutal Sports football. All must work on A1200. John Davies. 081 764 5432

For sale A500 1 meg, Phillips CM8833 MKII monitor, Komana external drive, two mice, two joysticks and over 25 original titles. Everything boxed as new. £400 ono. Contact Will on 0235 835425 after 6pm weekdays. Wanted will buy for cash (Robocop 3, Sabre team, Alcatraz). Ring Paul on 0472 826421. Amiga Action replay (A500) for sale £35. Call Scott on 061 473 6176.

Amiga contacts wanted everywhere. Send lists 100% reply guaranteed. Send to Craig at 12 Dee Place, Morriston, Swansea, SA6 6RQ.

For swap or sale: Eye of the Beholder 2 - £12. The Immortal - £5, Project x revised edition - £5, Putty £10. Heimdall - £12. Phone Conor on 0762 331877. All mint condition.

SNES £225 PADS plus Super Advantage Seven games inc Street Fighter 2, Turbo, Alien 3, Star fox converter. Phone 081 751 6507

Amiga contacts wanted 100%. Reply male or female send discs lists to M.Gott, 33 St Mary's Walk, Harrogate, N. Yorkshire. HG2 0LS.

Bargain two for one. Will swap any two of the following for any decent original: Grand Prix, Pitfighter, Fighter Command plus many others. Also will sell all games very cheap. Frank Sullivan. 0635 861254.

Amiga contacts wanted. Send lists reply guaranteed. Robert Eyre, 56 Crane Road, Kimberworth Park, Rotherham, South Yorks. S61 3HE

Contacts wanted. Buy/swap/sell games and serious. Lists/disks to Wayne 31 Gullet Wood Road, Watford, Herts. WD2 6RH.

Amiga contacts wanted. Interested write to: Cesar M.; P.O. Box 74, E-46230 Alginet, (Valencia) Spain

For Mega hot and fast swapping write to: Impact, PO BOX 1270, Sale, 3853, VIC, Australia. Elite only!!

Will swap Monkey 2, Sabre Team, F19, Stealth for Flashback, A Train, Premier

Manager. Ring Shaun after 7pm. 081 241 1843

Wanted Amiga contacts to swap games. Send lists, disks etc to Adrian Coupland, Wall Lodge, Bannisters Lane, Frampton, Boston, Lincs. PE20 1RD

A1500 for sale, WB 2.05, 6 meg Aries memory expansion, two floppy drives, perfect boxed condition with manuals and mouse. £400 ono. Contact Andrew on 0992 651 249 on Friday after 6pm or Saturday/Sunday.

C64 for sale £50 ono loads of games, joystick, mouse. 3D Construction kit, S.E.U.K image system. Also swap transwrite for other commercial units (boxed). Tom Cokcoran. 0824 703632.

Amiga 1200 for sale £950 with 210 Mb hard drive. Lots of software installed with over 20 games, second disk drive, two joysticks, 120 capacity disk box and 50 blank disks. All boxed with instructions 2 months old. Unwanted birthday present. Keith Chung, 110 Newport Road, Crosskeys, Gwent. NP1 7LZ.

Anyone still interested in Atari ST games. Well I've got some and I want to swap them for Amiga games. Send a list of your games to 218 St Fagan's road. Fairwater, Cardiff, CF33EW.

Wanted Asterix Easy, Amos, Caesar. Will swap The Final Run, Double Dragon II or BMX simulator. Phone 0203 339457.

Megadrive, eleven games, two joypads about three months old, top games including Mortal Kombat, Sonic, Two Tiny Toons. Bargain £200. O. Roberts. 0922 54507. Selling Pipemania, Slayer, Battle Valley, Beach Volley, Kick off 2, APB, Little Puff, Populous, Protector, Stargoose, Prince of Persia. £2 per game. Total: £22. Bargain! Peter Foulkes. 0272 711514.

Swap Midwinter, Space gun, Paperboy 2, Race Drivin, Mindfighter, Prince of Persia for simulator or God game six for one. Steven Hutchins. 0635 34079.

For sale A500 (1 meg), mouse, 2 joysticks, loads of mags and loads of games inc: desert srike, Pinball Fantasies, Morph, Dog Fight, Civilization and loads more £250 ono. Tel Matt on 0884 38865 or leave a message!! New Amiga A1200 owner requires games. Send lists and prices to Michael Groke, 72 Wynburg Street, Newbridge Road, Hull. HU9 2PB.

Games for sale: F19 Stealth Fighter £12. Supremacy, Jimmy White's Whirlwind Snooker, £10 each, Heroquest, Xiphos, Last Ninja Remix, Starglider II, Driller, £5 each. Phone Shane (0264) 352451 anytime. 40 meg harddrive. Will swap for colour printer or 2 external drives or £80 ono. Hard drive is for Amiga. Karl Nicholson. 081 778 4776.

For sale Sensi Soccer, John Maddens. 93 Rainbow Islands and lots more all boxed £10 or less. Phone 0788 570157.

Wanted: Murder, mystery and detective games. Dejavu 2. Nippon safes, Crime doesn't pay etc to buy or swap. Ring Mandie on 0703 676985 now!

Amiga contacts wanted 100%reply. Write to P Rance, 10 Pine close, Canvey Island, Essex. S58 9JL.

Amiga A1500 WB 2.04, 40 mb hard disk, 3 Mb ram, WB 1.3 Rom sharer, boxed as new with all manuals plus DPai nt III, AMOS games creator, Rombo complete colour solution. £350. 0603 482908

Fantastic book of cheats, tips and reviews. Only £2. Also for sale A-Train £18, Body Blows £15 and many more. Cheque to Lee Hughes, 5 Brierley Close, Bootle, Merseyside. L30 7QH.

To swap Midwinter II, Putty, Robocod, Enchantia, ManUtd-Europe, Guy Spy, Amnios, Lotus II. Harpoon Willy - Beamish. I want Combat-Air patrol, Meglomania, Gunship 2000, Alien-Breeds 92, Micromachines, Cruise for a Corpse, Soccer kid, Lion Heart, Over drive, Eye of Beholder II. Dan Worthy. 0934 852124.

A600 games, Flasback, Desert Strike, D-Generation, Pacific Islands, Pinball Dreams and Air/sea Supremacy for Walker, Gauntlett 3, Conbat Air Control, Hired Guns. All boxed new. Call Ben on 0705 462371 Sell/swap J.Whit's, Stryx, Powerdrift, Cloud Kingdoms, Nigel Mansell's, Steg Slug, Fast Lane, Nuclear War, Football Manager 2 and Expansion Kit, Might and Magic 2, Lemmings 2, TV sports football, Kick-off, 2 winning tactics and Garfield's Winter Tale. All offers considered. Phone Peter 5pm-7pm on 051 625 2435.

Swap Chaos Engine, The Manager, Kindwords 3, Maxiplan 4, Alien Breed 92, Populous 2, wants Indy Jones, Fate of Atlantis Adv, Gunship 2000, Ancient art of warfare, Flashback. Contact Robert Liston on 0259 216718.

Swap body blows, Dune, Sabre Team, Captive, Pinball dreams, Adventures Pack, Reach for the Skies, Superfrog, M+Magic 2, Populous 2 and others. Wanted KGB, Zool, Kyrandia Desert, Indy 4, Dune 2, Ishar 2, Waxworks, Civilisation, Chess and others. Keith, 19 Margaret Street, Ammanford, Dyfed, SA18 2NP.

Amiga contacts wanted worldwide. Fast reply. Send disks/ Lists to M.Baines, 2 Beach Close, Holyhead, Gwynedd. LL54 2AA. Wanted Champ Manager, The manager, First Division manager or Graham Taylor. Will swap any of Enchantia or buy. Phone Steve 0869 242350. Between 6pm and 8pm.

I will swap Lemmings 2 for Monkey Island 2 and Zool for Humans or Indiana Jones-Fate of Atlantis. Also Striker and Pinball Dreams for Scabble. Manny. 0787 310442.

Wanted: Swords of twilight, Drakkhen, Maddog Willaims, plus most old adventure and role playing games especially the Ultima

SWAP SHOP

and Might and Magic series. Also a few Sierra-on-line games wanted. Steven Archer, 21 Chapter Road, Strood, Rochester, Kent. ME2 3PX.

For sale - 512 RAM expansion without clock for Amiga 500 £14. Contact Mike Fletcher on 0785 823133.

A1200 for sale. Six months old. Excellent condition. Boxed as new. Lots of games, word processor, database, paint packages, APEX hardware copier, Cumana external disk drive and receipt. Offer around £400. Asraf. 071 704 9075.

Wanted. Alternate reality the city, wilderness and/or Dungeon. Box not needed will pay good price. Andy Campbell. 0236 732848. Swap-Syndicate, First Samarai, oh no! More Lemmings and others for Sim City, Body Blows, Civilisation, Moonbase, Utopia, Sim City Data disks (with Sim City preferably) and other games like these. Nick Smith, 4 Heathview, Leek, Staffs.

Swap: Monkey 2, A Train, Syndicate, Dune 2, Sim Earth, Gunship 2000, Castle of Dr Brain, Neighbours, WWF and WWF2. For ATAC, Dune, Rookies, Wing Commander, Reach for the Skies, B17, Castles 1/2, 1869 (A1200), Battle Isle 93, Amos Pro. Cheers! Robbis Wallis. 0406 26481.

of games (Putty, Monkey Island II, Sensible Soccer etc.) worth over £420. Selling for £280. Ring Neil on 081 6601389 after 4pm.

Amiga contacts wanted worldwide, 100% reply guaranteed. Your disks/lists for mine-speedy reply. I. Prado, C/Conde Vallediano 55-3 32500 Carballino (Orense) Spain. Amiga contacts wanted: Give me a call, I will surely amaze you!! Ask for Jean and don't forget the prefix! Jean-Pierre Fenech, Malta 433770.

For sale: Amiga 500, 1 Meg, mouse, manuals, boxed as new. Bargain at £120! - Also, please help!! Has anyone got the Bloodwych data disk. I will pay or swap for it. Leigh Thomas 0634 864560.

Swap or sell Robocop 3, Super Space Invaders, Premiere, Chuck Rock, Lotus Turbo 2, all originals only. Mr. D. Norton, 0440 708312.

Amiga contacts wanted. Send lists/disks to me. I am 101% replyable. Hope you are too. Write to Richard Clayton, 0344 429755. Amiga contacts wanted. 101% reply. Send lists disks etc. Steve Capper, 19 Sycamore Avenue, 'Dene Estate', Winsford, Cheshire, CW7 1EA.

Wanted: Superfrog, Sink or swim, Body Blows, Dragons Lair III and any DIZZY game £2-3. Phone Marcus on 0233 770640.

Wanted: Premier Manager 2. Swap for Formula One Grand Prix. Jonathan Marshall, 39 Cornflower Close, Locks Heath, Southampton, Hants., SO3 6SN

Selling my new games, please phone quickly. First come first served. Games like Street F2, Wizkid Epic etc. Leon James 0494 882891. Wanted: Champ Manager 93. Phone Spud on 0865 853794.

PD contacts wanted for new PD library. Send lists or disks to Russel Lewis, 44 Moreton Road, Luton, Beds., LU2 9DP.

450 Amiga games for sale old and new, instant collection like Thunder Birds, Carrier Command, Superfrog, Space Hulk. Most with instructions. Phone for rest. Bargain price at £250. Paul Dent. 0388 772303.

Amiga 500+, modulator, joystick £200 worth for sale: Legends of Valour-£30, Ween-£20, Creatures and free sleepwalker game-£15. Also Lynx MK1 and mains adaptor £40. % Lynx games for £15 each or Lynx and mains adaptor and all games for £90. Simon. 0603 402819.

I have over 100 PD titles for sale. If you are interested in Utils and demos give me a call on 0621 773278.

For sale: Putty £5. Pushover £5, or £8 for both. Stuart Gibson. 0964 623190.

Non boxed Amiga 500+ for sale with over 70 games: Body Blows, Zool, Final Flight, Sensible Soccer and others. 3 joy sticks, 1 mouse, TV modulator and manuals. Half a year old. £500. Ring Rob from 8pm-10pm on 0242 236730.

I will swap my Sega Mega Drive (only 12 months old, with original packaging), one Turbo Control pad, along with Super Kick off (93%) and Sonic for your Amiga 500/500+/600. Raymond Pasquale. 0582 410477.

I will swap or sell any one or more of the following: Laser Squad, Darkside, Sim City, Waterloo, TZ Sports football, F18 Interceptor, Football Manager (World cup edition), Thunderbirds, N2 story or Gauntlet 2. All games are boxed originals in excellent condition. For swap suggestions and prices call Edward Morgan on 0252 22469.

For sale: Amiga 500. 1 meg, mouse, 1 joystick, 20 games of your choice from my vast collection, all manuals and cables inc. Also other games available so phone now for this fantastic bargain. Only £250 ono. Gordon McVean. 0651 84 2228.

I have Assassin, Project X, Zool, Striker and Chaos engine. (All boxed and in mint condition) wanted: Body Blows, FIGP, Robocop 3, Another world or syndicate. (All must be original boxed and with manuals). James Parker. 0742 890862.

Will swap Flashback for Desert Strike, Gunship 2000, Eye of the Beholder II, Superfrog or Chaos engine. Will swap Heimball and Megalomania/1st Samura for Pacific Islands, No Second Prize or Populous II. Phil Parry. 0296 86911

Hi! I would like to swap Bart versus the Space Mutants for Project X. Does anyone have issue 25 of Amiga Action disk as well. Write to David Morgan, 92 Elm Road, Earley, Reading, Berkshire. RG6 2TR.

Flashback £15 inc PP. Dune II £12 inc PP. Lost Vikings £15 inc PP. Battle Isle 93 £12 inc PP. Mark Eaves. 12 Sumner Ave, Haskayne, Nr Ormskirk, Lancashire.

Swap: A320nAirbus (Europe), Monkey Island, F-2g Retaliator, Hard Drivin, Crash Garret, Days of Thunder, Flight Path 737, Night-Breed, Back to the Future 2, for: Project X, Body Blows, Superfrog, Monkey Island 2, Indiana Jones and the last Crusade or Alien Breed '92. Roald Oosterhoff, Korte

Akkers 22, 9644 XS Veendam, The Netherlands.

Got Bane of cosmic Forge, Black Crypt, Beholder 1/2, Shadowworlds or Ultima VI? Wanna swap for games like Ishar, Syndicate, Lemmings 2 or Zool? Wanted! D Generation. Ishar 2 and The Immortal. I've got Ishar, Fire and Ice, Zool, Alien Breed '92, Lemmings 2, Flashback, Dune 2, Striker and Bloodwych (on power pack). So Gis a ring then. Michael Lincoln. 081 859 1086.

For sale: Amiga 500 1Mb boxed 8 months old with Dust cover, manuals, mouse, joystick, magazines, 2 power packs, 35 demos, D-paint 2, Streetfighter 2. Total price in the shops £650. Will sell for £220 or nearest offer. Andrw Pring. 0222 236890.

For sale: One Amiga 500, one meg, joystick, mouse and mat, all manuals and leads, 20 boxed, original games, Action Replay-in original packaging. £225 ono. Glyn Davies. 0883 344995.

If you want them, you got them! I have: Humans, SFII, International Sports, Espania '93, Leander and robocop. I want: Fireforce, Superfrog, Wings, or Championship Manager. Mark Greening. 0222 762818 Games to sell: F/A18 Interceptor, James Pond, Heroes, Rainbow Collection, Jack Nicklaus, Xenon, Silent service, Mega Sports, Pinball dreams, Indiana Jones, Monkey Island, Barbarian, Wizball, Ikai Warriors, Thundercats, Beast 2, Terrapods, Days of Thunder, Chess, Mercenary, Night Breed, Super Hang on, Daley Thompson, Run the Gauntlet, Batman, Afterburner, Lombard Rally. All 27 for £90. Individual offers welcome. Phone Nicky on 081 861 5748 I will swap Supercars, James Pond, Putty, Daley Thompson's challenge, Ghouls and Ghosts, Lemmings, Lombard Rally RAC, Italia 90 TV Sports Football of captain Planet for Premier Manager, Championship manager '93 or Nigel Mansell's GP. Please help. Martin Cox. 0656 658626.

Amiga contacts wanted everywhere. 100% reply. Send list/disks. I have good collection of Demo Graph. F.B. olayan. Kuwait 2464455. Flashback, Project-X, Desert-strike, Zool, Body-Blows, Superfrog, Lionheart, Putty, Streetfighter, £10 each, £80 the lot. Tel: 0232 620001. Sean Watson. 0232 620001.

Every game you are looking for, I've got it, so write as soon as you can. I'll be waiting! Joao Nuno, 16 Margaret Road, Stoke, Newington, London. N16 6UX.

Contacts wanted 100% reply, send lists or discs to Miss Vicky Smith, 53 Walsingham Close, Rainham, Gillingham, Kent. ME8 9SJ. My Pinball Dreams or Parasol Stars for Thunderhawk. Martin Keegan, 60 The Lea, Trenham, S-O-T ST48DY. Anything else considered.

Amiga A500 1 meg, joystick, disks, Nakasha, mouse, Scart, Cable £140 ono. GVP 52 meg hardisk. £140 ono. 0273 580553.

For sale-NES with 5 games inc. Mario Bros 1,2,3. Chip N'Dale. 2 control pads lightgun

1 year old. Phone Andy on (0382) 502345 I will swap Pushover, Zool, Striker or Pinball Dreams for either A-Train, Battle Isle 3, Monkey Island 2, Sim City deluxe or Morph. Also wanted little computer people. Karl Powell. 0446 737031.

For sale: Sports Masters, Raving Mad, Soccer Mania, Sim City and Populous, 4 wheel drive, Striker, Indy Heat, Pinball Dreams, £10 each. Will swap. Also 20 PD games for just £10: Ross Jenkins, 94 Bishopston Road, Swansea. SA3 3EW.

Swap my Curse of Enchantia, Robocop 3, Sleepwalker AGA, Streetfighter 2, Dizzy collection or Harlequin (++ free budget game with each). I require Indy IV, Pinball Fantasies, Superfrog, Chaos Enhine, Darkseed, Lemmings 2, Wing Commander, Crazy Cars, Amos 3D. Liam Griffiths. 0902 761392.

Sell or swap JAGX5220, F15 II, Campaign, Civilisation, K.O.T.S., ROB 3, Thunderhawk, Mid winter, First Samurai, Jimmy W.'s snooker, Cybercon 3, Epic, Lemmings 2, MI Tank Platoon, Grand Prix, for £15 or Dark Seed, Dogfight. Originals only please, no pirates. Phone Chris Brown on (0724) 282511.

Novice Amiga contacts A1200 only. Anyone trying to build up their collection through swap/exchange on a mutual basis. One for one, small, medium, large lists, get in touch! Now! You help me, I will help you. Get writing now. First timers welcome. Phone James Flynn on 031 660 5630.

P.D for sale for the Amiga. Send 50p + SAE for list. Make cheques or P.O. payable to M. Tedstone. Write to Mike Tedstone, 83 Kesteven Rd., West Bromwich, West Midlands, B71 1JG.

Amiga contacts wanted. 100% reply M/F. Send list of games that you've got or want to Paul Moran, 102 Grangemill Road, Bellingham, London, SE6 3JZ.

Does anyone know of any Amiga software hire clubs? Please send details to Stuart LeGrice, 46 Victor Gardens, Hawkehill, Essex.

Combat Air Patrol, Dog Fight, £15 each. Team Yankee, Push Over, £8 each. Boxed originals. Phone Steve on (0703) 735490. Wanted: Amiga 500+. Must be in Scotland area. Under £190. Write to Ben Scrimgeour, Strathgarry Farm, Killiecrankie, Perthshire, Scotland.

Amiga contacts wanted. 100% reply. Write for details to Ian Burton, Parc Newydd, Cemaes, Anglesey, North Wales, LL67 0HU. A500 with 1 meg, 1 joystick, 1 mouse and 18 top games including Body Blows, Sensible Soccer, Street Fighter 2, Megalomania etc. Every thing boxed and in very good condition. Worth £680, sell for £260. Phone Toby Stringer on (0684) 566750.

Latest Amiga games and utils. from £1 to £10. All games must go! E.g. Dune II, Micro Machines and Dark Seed. Interested? First come first served. No time wasters please. For full list write to G. Carter, 39 Friars way, Airdrie, ML6 9QU.

Amiga contacts wanted, guaranteed reply. send lists or disks to Henning Karlsen, 6090 Fosnavaag, Norway.

Super NES and 3 games: Mario World, Mario Kart and Super Star Wars. Will sell for £120. Phone Daniel Bissex on 0883 341064.

Will swap Gooch's Cricket, Striker, Soccer Kid. Would like Monkey Island 2. Consider two for one swap or any good offers. Phone Wayne on 0602 214547.

Amiga contacts wanted. All letters answered, quick response guaranteed. Please send lists or disks to David Eyre, 56 Grane Road, Kimberworth Park, Rotherham, S61 3HE. Amiga contacts, I have latest software to swap/sell. Fast turn-a-round. 100%. Send lists etc. to W. Usher, 31 Gullet Wood Road, Watford, Herts., WD2 6RH.

A1200, joysticks, mouse, manuals, four months old including nine original top games e.g. Syndicate, Flashback, Gunship 2000 etc. £395 ono. Phone Chris Pierrot on 0233 660633.

For sale, Amiga 500+. includes cables, manuals, mouse and six games, all boxed, £250 ono. Write to Steven Robinson, 29 Queen St., Whalley, Clitheroe, Lancs., BB7 9TA.

Amiga 500 upgraded to 1 meg, with mouse and mat. Sell for £100 with games. Phone William on 0530 831912.

To swap: Monkey 2, Vroom, Road Rash and others for Chaos Engine, Legend of Kyrandia or others considered. Phone Mrs. A. Hemsley on 0670 522079.

Swap Body Blows, Dune, Pinball Fantasies, Reach for the Skies and others for Premier Manager 2, Perihelion, Waxworks, Syndicate, Civilisation, Soccer Kid, Hired Guns and others. Amiga 500 for sale with top games and joystick. Offers please. Write to Keith, 19 Margaret Street, Ammanford, Dyfed, SA18 2NP.

Swap mother with 500+ wants DP111 clip art disks. Has over 400+ games to swap. Phone Anne on 0942 261133.

For sale: 1 meg A500 with mouse, five games including Apidya. Excellent condition only £150. Phone Nick Hobbs on 0905 770644.

A1200, A500 Amiga contacts wanted. No disk thieves. 101% reply. Lists to M.A. Pullen, 47 Oakbank, Fieldway, New Addington, Croydon, Surrey, CR0 9BB.

Giveaway Amiga Games. All originals new and old just £4.99. What an absolutely flippin' bargain. You cannot beat that! Also EOB II cluebook wanted. Kyrandia, Monkey 2, Legend 2, Temptress plus more. Send SAE to Miss D.E. Obiorah, 105 Gilmore Road, Lewisham, London, SE13 5AB.

Amiga 1200 boxed, only three months old. Six games including F1 Grand Prix and Alien Breed. Two joysticks, word processor Wordsworth. Cost £500 will sell for £300. Call Carl on 081 567 9615.

Swap Chaos Engine, Putty, Robocop 3, Pushover. Any two for Flashback, Indy Fate of Atlantis Adventure, Desert Strike, Jungle Strike. Write to Harvey Moore, 119 Milton Ave., Margate, Kent.

Will swap three or maybe four of the following: Indiana Jones Fate of Atlantis graphic adventure, Zool, Pinball dreams, Putty, Pushover, Striker, Formula One, Grand Prix, Photon Paint Two, Deluxe Paint Three for Syndicate. Boxed Paul on 06973 45255.

If you have completed Wizkid please phone and help. I also have over 20 games for swap or sale. Ewan Johnstone. 081 444 7585.

Am I mad? No just skint. Amiga 500 with

loads of games including Flashback, Syndicate etc. V. good condition. 1/2 meg upgrade. mouse, joystick. Sell for £210. Contact Nigel 0278 787776.

Amiga contacts wanted. Must be in the business with loads of the latest games available. Contact Tom on 0634 362256. Yo! You guys out there. You're looking for anything! Write to me sending disks lists 101% reply on the same day! A.Tabaquinho, 61 Stiking Road, Wood Green, London N22 6BL.

Amiga 600, mouse, manuals, Deluxe Paint 3, Lure of the Temptress. Unwanted competition prize. Steven 0207 236675. Swap: Midwinter, damocles, F29 RE, Powermonger, Virus, Xenon. For: PGA Tour Golf, Walker, Assassin, Pinball Dreams, Ampool, Alien Breed '92, Speed Ball 2. Philip Elam. 0203 442429

Wanted Amiga contacts worldwide 100% reply. Send lists/disks to Bruno Reis, Rua Conde Almôster 106 6 A 1500 LISBOA, PORTUGAL.

Sega Master System 2 for sale with four great games including Shinbi and Pro wrestling. £95 ono. Ring 0533 661301.

Swap WWF, Terminator 2, Bart vs space mutants, Transwrite. Want Syndicate, Piracy, Dune, Assassin. Any rugby game. Scott Griffiths. 051 6455333

For sale, Ween £15, Creatures and free Sleepwalker game £10. Both for £10.

Simon, 0603 402819.

Hi! I am 17 and I would like contacts so get writing. Also GNEs for sale, two controllers, Mario and Super soccer games plus all the other bits only three months old. £60.

Graeme Lewis, 4 Sparkey Close, Witham, Essex. CM8 1QR.

Amiga contacts wanted 101% reply. Send disks lists and letters to Craig Caper, 19 Sycamore Avenue, Dene Estate, Winsford, Cheshire. CW7 1EA.

I am the owner of a large Amiga software collection. Send list 101% reply. David Hough, 16 Lynwood Avenue, Darwen, Lancashire BB3 0JA.

Fob II cluebook wanted for fiver or less also Amiga games for sale. Send SAE to D.E. Obiorah, 105 Gilmore Road, SE13 5AB.

For sale: A600HD (20 Megs) and an extra meg RAM with clock. Lots of utilities, games (boxed as new), mouse, joystick. Still boxed with all manuals, still under warranty. No unreasonable offers declined. Will not separate. No jokers please. Phone Peter Smith on 051 4211271.

Swap X-Wing, Ishar 2 (demo), Ultima, Underworld, Dune 2 for: 7th Guest, Hook, KGB, Railroad Tycoon. Or will swap any of the above for Might and Magic 2 or Monkey Island 2 or the Patrician or Simon the Sorcerer. Write to Periah Camil, Str. Nicolae Constantinescu 10, BL U-A, SC 13, ET 2, AP 20, Sector I, Bucuresti, Romania.

***** Respect due, to all the OTE readers out there. Remember the hotline is now open for all your comments and that kind of stuff. Call 0625-878888 ext 314 and speak to me (Brad) direct. Thanks for ya time L8R ***** Swap: Chase-HQ, Spellbound, Dizzy, Indy Last Crusade Adventure and Archer's Pool for Nick Faldo's Golf. Write to James Knapp, 1 Windard Terrace, Sourton, Okehampton, Devon, EX20 4HL.

For sale: A570 CD-Rom with over £300's worth of CD software, boxed with manuals (still under warranty). £120 ono. Also for sale, Action Replay MK3 (500 version), boxed with manual, £30 ono. Tel. Alan on 0254 673275.

Hello you sexy people (oh dear). Amiga contacts wanted. Send disks, lists and letters to the following address. Write to Ben Lewis, 6 Woodstock Way, Kennington, Ashford, Kent, TN4 9BL.

A1200 + 65 megabyte hard drive, 3.5" disk drive, manuals, leads, mouse (all only 2 months old), second 3.5" disk drive, Phillips CM8833 Mark 2 colour monitor with lead, Star LC-200 colour printer with lead, 1200 Br dataflex modem, assortment of joysticks including steering wheel and foot pedals, Amiga manuals and magazines, 2 disk boxes, disk cleaning system, 10 blank disks, 50 original games including A1200 specific titles. Genuine reason for sale.

Demonstration if requested. All this for just £600 (also included: Spectrum 128K and 200 original games). Buyer must collect or pay for delivery. Phone Steve 'Whitey' White on 061 4771573.

I will swap PGA Tour Golf + Courses and Jimmy White's Snooker for Premier Manager or Elite. Also any Amiga contacts for more swaps. 100% reply. Write to Alan Johnson, 55 Morley Crescent, Kelloe, Co. Durham, DH6 4NW.

Will swap: Shadow of the Beast 2 or Dungeon Quest for: Goblins 2 or The Lost Vikings. Only full A500 games accepted. Write to Lewis Verrall, 38 Kingsley Court,

Welwyn Garden City, Herts.

Will sell, S.W.I.V., Super Monaco, Deluxe Paint 3, WrestleMania, Indiana Jones Last Crusade and Zelda LCD screen game, or swap for Gameboy with a decent game. Phone Paul Adams on 0703 320954.

Will sell or swap Carnage, Zool, Pit Fighter, Turtles, Lionheart, Captain Planet, Street Fighter 2, Chuck Rock, Wolfchild and many more. Phone Steven Lal, 091 4237976.

Amiga Action Mags. Issue 1-52 in excellent condition, £49 ono. Ring Paul on 0634 577918 after 6 PM.

Amiga 500, 1 Meg, mouse, joystick, diskbox, GUP sampler. Games include Flashback, Desert Strike, Premier manager, Enchantia, Beholder 2, Nigel Mansell, Epic, Shadow Worlds, Elite, F1 GP, F15 II, Silent Service II. Loads more all boxed, plus mags and blank disks. Will sell for £250 ono. Phone Lee on 0902 352925.

For sale: Cruise for a Corpse, Godfather, Zak McKracken, Defender of the Crown, all for £30. Phone Mark on 051 4891818.

Amiga A600 contacts wanted. 101% reply. Send disks or lists to Mr. D. Pattison, 127 Thornton Street, North Ormesby,

Middlesborough, Cleveland, TS3 6PL. I will swap Dodge Bug and Captain Planet for Hook and Lethal Weapon on A500. Phone Jeffrey Mattick on Brent, Soms. 760865 (no STD code Jeffrey!).

I've got Body Blows, Pushover, Putty. 600 500 A500. Sell/swap for Desert Strike, Zool 1,2 or Raving Mad. Phone 061 225 7402. (No name given, must have something to hide).

Your ad is FREE if it's 20 words or less (inc. address or tel. no.). The next ten words (or part of) will cost you a quid, the next ten (or part of) another quid, and so on and so on. Make cheques and postal orders payable to Europress Interactive, please. Cheers.

FREE
1 £
2 £
3 £

Name

Address

Telephone

Age

Please tick which you wish to be printed:

☐ Telephone

☐ Address

Send to: Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP

Premier Mail Order

E&OE

Please send cheque/PO (made out to Premier Mail Order) Access/Visa no. & expiry date to:
Depts AA54, 9-10 The Capricorn Centre, Cranes Farm Road, Basildon, Essex. SS14 3JJ. Tel: 0268-271 172 Fax: 0268-271 173

Telephone orders: Mon-Fri 9am-7pm and Sat & Sun 10am-4pm. We are open 364 days a year.

P&P and VAT is included for all UK orders. Please add £2 P&P for Europe, elsewhere please add £3.50 per item for Airmail. Next day service available UK only at £4.00 per item.

3D Con Kit 2.....34.99	Dangerous Streets.....CD32.....19.99	Herquest 2.....18.99	Perfect General.....[See Lords of Power]	Super Hero.....19.99	SPECIAL OFFERS
A-Train.....22.99	Dark Sun: Shattered Lands.....21.99	Hill Street Blues.....8.99	Pershalia.....19.99	Super League Manager.....17.99	
A320 Airbus (Europe).....22.99	Darkmere.....20.99	Hired Guns.....22.99	Pinball Dreams + Fantasies.....22.99	Superfrog.....17.99	Arabian Knights.....9.99
A320 Airbus (USA).....22.99	Deepcore.....CD32.....19.99	History Line 1914-18 (1 Meg).....22.99	Pinball Fantasies.....CD32.....24.99	Surf Ninjas.....A500 Or A1200 17.99	Blues Brothers.....8.99
Abandoned Places 2.....22.99	Degeneration.....CD32.....19.99	Hunt for Red October.....CD32.....19.99	Pinball Fantasies.....A1200.....19.99	Surf Ninjas.....CD32.....19.99	Chuck Chuck.....10.99
Air Bucks 1.2.....19.99	Deluxe Music Construction Set 2.0.....59.99	Ik.....6.99	Pinball Magic.....6.99	Syndicate.....22.99	Crazy Cars 3.....12.99
Air Bucks 1.2.....A1200.....22.99	Deluxe Paint 4 AGA.....64.99	Indiana Jones Fate Of Atlantis Adv.....24.99	Piracy.....19.99	Syndicate Data Disk.....13.99	Godfather Adventure Arcade Game.....8.99
Alfred Chicken.....17.99	Dennis.....A1200.....18.99	Innocent.....17.99	Pirates Gold.....CD32.....19.99	T.F.X.....A1200/CD32 22.99	Kick Off 2 (1 Meg).....9.99
Alfred Chicken.....A1200/CD32.....17.99	Disposible Hero.....19.99	International Open Golf Championship.....17.99	Populous & Promised Lands.....19.99	The Greatest.....21.99	Kick Off 2 Final Whistle.....7.99
Alien 3.....19.99	Desert Strike.....19.99	Ishtar 2.....A1200.....21.99	Prince Of Persia.....6.99	The Kristal.....10.99	Kick Off 2 Return To Europe.....7.99
Alien Breed 2.....19.99	Diggers.....A1200.....19.99	Jack The Ripper.....27.99	Prehistoric 2.....16.99	The Last Vikings.....20.99	Kick Off 2 Winning Tactics.....5.99
Alien Breed 2.....A1200.....19.99	Dizzy Collection.....16.99	James Pond 2.....[See Excellent Games]	Premier Manager 2.....17.99	The Patriarch.....24.99	Kick Off 2 (1/2 Meg).....14.99
Ambermoon.....19.99	Dizzy's Excellent Adventure.....16.99	James Pond 3 Robocod.....CD32.....20.99	Prime Mover.....17.99	Theatre Of Death.....19.99	Sabre Team.....9.99
American Gladiators.....16.99	Dragonfly.....19.99	James Pond 3.....A1200/CD32.....19.99	Project X.....19.99	Tie Break.....CD32.....12.99	Seymour Goes To Hollywood.....6.99
Apocalypse.....27.99	Dreamlands.....19.99	Jet Strike.....17.99	Project X.....CD32.....12.99	Trolls.....A500 Or A1200.....9.99	Shadowlands.....5.99
Assassin Remix.....9.99	Dracula.....19.99	John Barnes Football.....CD32.....12.99	Project X.....19.99	Traps and Treasures.....CD32.....12.99	Silkworm.....5.99
Assassin Special Edition.....CD32.....16.99	Dracula.....19.99	Jurassic Park.....A1200.....18.99	Project X.....19.99	Trulls.....A500 Or A1200.....9.99	Thunderstrike.....5.99
Atac.....22.99	Dream Web.....20.99	Jurassic Park.....CD32.....19.99	Project X.....19.99	Turrican 3.....CD32.....19.99	Wing Commander (1 Meg).....9.99
Award Winners 2.....19.99	Dune 2.....20.99	Jurassic Park.....19.99	Project X.....19.99	Turrican 3.....A1200 17.99	Vikings.....13.99
B17 Flying Fortress (1 Meg).....22.99	Elfman.....19.99	King's Quest VI.....26.99	Project X.....19.99	Turbo Challenge.....8.99	Zool.....A1200.....12.99
Bart Vs The World.....17.99	Elfman 2 (Frontier).....19.99	Knights of the Sky.....10.99	Project X.....19.99	Two Towers.....19.99	
Batman Returns.....16.99	Entire.....19.99	Knights of the Sky.....10.99	Project X.....19.99	Ultimate Pinball Quest.....19.99	
Battle Isle '93.....17.99	European Champions.....22.99	Laser Squad.....8.99	Project X.....19.99	Universal Monsters.....17.99	
Beastlord.....17.99	Exile.....CD32.....19.99	Legacy Of Sorasil.....17.99	Project X.....19.99	UIMS Compilation.....27.99	
Beavers.....17.99	Eye Of The Beholder 1.....12.99	Legends Of Valour.....24.99	Project X.....19.99	Uridium 2.....17.99	
Beneath Steel Sky.....20.99	Eye Of The Beholder 2 (1 Meg).....12.99	Lemmings 2 The Tribes.....17.99	Project X.....19.99	Uridium 2.....CD32.....19.99	
Beneath Steel Sky.....20.99	Eye Of The Storm.....19.99	Lemmings Double Pack.....19.99	Project X.....19.99	Utopia.....8.99	
Benefactor.....19.99	F1.....17.99	Link The Challenge Of Golf.....12.99	Project X.....19.99	Utopia 2.....CD32.....19.99	
Blade Of Destiny.....26.99	F17A Nighthawk Stealthfighter.....13.99	Living Pinball.....19.99	Project X.....19.99	Utopia 2.....19.99	
Bleat.....17.99	F15 Strike Eagle 2.....13.99	Lord of the Rings II.....CD32.....19.99	Project X.....19.99	Walker.....19.99	
Bob's Bad Day.....17.99	F16 Combat Pilot.....8.99	Lords Of Power.....22.99	Project X.....19.99	Western Front.....20.99	
Body Blows 1 (Meg).....18.99	F17 Challenge.....10.99	Lotus Triology.....19.99	Project X.....19.99	Whales Voyage.....A1200/CD32 19.99	
Body Blows Galactic.....A1200.....19.99	F17 Challenge.....CD32.....12.99	Lotus Triology.....19.99	Project X.....19.99	Wing Commander.....A1200 22.99	
Body Blows Galactic.....A1200.....19.99	F19 Stealth Fighter.....12.99	Lotus Triology.....19.99	Project X.....19.99	Winter Challenge.....22.99	
Brat Sports Football.....19.99	F29.....10.99	Lotus Triology.....19.99	Project X.....19.99	Winter Olympics.....22.99	
Bubble & Squeak.....CD32.....19.99	FA Premier League.....17.99	Lotus Triology.....19.99	Project X.....19.99	Winter Super Sports A500 Or CD32 19.99	
Bubba n Shix.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99	Wix 'n' Liz.....19.99	
Burnin Rubber.....16.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99	Woody's World.....17.99	
Caesar Deluxe.....19.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99	World Class Rugby.....11.99	
Campaign 2.....22.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99	Xmas Lemmings.....12.99	
Captive 2.....20.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99	Yo Joe.....17.99	
Cardiacs.....8.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99	Zool.....CD32 19.99	
Cartoon Collection.....16.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99	Zool 2.....A1200 17.99	
Castles.....A1200.....24.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99	Zool 2.....A1200 17.99	
Castles 2.....A1200.....22.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Championship Manager '94 Season Disk.....7.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Championship Manager '93 (1 Meg).....16.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Chaos Engine.....16.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Chaos Engine.....CD32.....19.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Chaos Engine.....A1200.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Civilisation (1 Meg).....22.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Civilisation.....A1200.....25.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Claws.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Cohort 2.....19.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Combat Air Patrol.....19.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Combat Classics.....19.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Combat Classics 2.....19.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 2.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 3.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 4.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 5.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 6.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 7.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 8.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 9.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 10.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 11.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 12.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 13.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 14.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 15.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 16.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 17.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 18.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 19.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 20.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 21.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 22.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 23.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 24.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 25.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 26.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 27.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 28.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 29.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 30.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 31.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 32.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 33.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 34.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 35.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 36.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 37.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 38.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 39.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 40.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 41.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 42.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 43.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 44.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 45.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 46.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 47.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 48.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 49.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 50.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 51.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 52.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 53.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 54.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 55.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 56.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 57.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 58.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 59.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 60.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 61.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 62.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 63.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 64.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 65.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 66.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 67.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 68.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 69.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 70.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 71.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 72.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 73.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 74.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 75.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 76.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 77.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 78.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 79.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 80.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 81.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 82.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 83.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 84.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 85.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 86.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 87.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 88.....17.99	Falcom 3.....17.99	Lotus Triology.....19.99	Project X.....19.99		
Contra 89.....17.99	Falcom 3.....17.99	Lotus Triology.....19.			

SS SENSATIONAL SOFTSELL SS

The "TRY BEFORE YOU BUY" Club.

Order any game by cheque or PO payable to SOFTSELL and, if you join the club, you can return it after 7 days at a special buy back price.

A-TRAIN 1MEG	22.99	OH NO! MORE LEMMINGS	13.99
AUSTERLITZ	6.99	OVERDRIVE 1MEG	16.99
BARDS TALE III	9.99	PACLAND	7.99
BATTLESHIPS	6.99	PACMANIA	7.99
BODY BLOWS 1MEG	17.99	PAPERBOY 2	6.99
CHALLENGE GOLF	6.99	PREMIER MANAGER 1MEG	15.99
CHAOS ENGINE 1MEG	16.99	R-TYPE 2	7.99
CHAOS STRIKES BACK DD	9.99	REACH FOR THE SKIES	19.99
CHUCK ROCK 2 1MEG	11.99	SENSIBLE SOCCER	13.99
CONTINENTAL CIRCUS	6.99	SPACE GUN	8.99
COOL WORLD 1MEG	9.99	SPECIAL FORCES	11.99
DAILY DOUBLE HORSE RACING	6.99	SPHERICAL	6.99
DESERT STRIKE 1MEG	19.99	STACK UP	6.99
FLASHBACK 1MEG	19.99	SUPER TETRIS	13.99
FOOTBALL MANAGER 2 + EXP KIT	9.99	THUNDERBIRDS	6.99
F1 GRAND PRIX	15.99	ULTIMA 5	11.99
GHOULS AND GHOSTS	7.99	WWF EURO RAMPAGE 1MEG	15.99
GUNSHIP 2000	18.99	WINDSURF WILLY	7.99
HISTORY LINE 1914-18 1MEG	22.99	ZOOL 1MEG	14.99
HUMAN RACE, JURASSIC LEVELS	9.99	COMPILATIONS	
HUMANS	13.99	50 GREAT GAMES	13.99
HUNT FOR RED OCTOBER 2	6.99	2 HOT TO HANDLE (GOLDEN AXE, TOTAL RECALL, SHADOW WARRIORS, SUPER OFF ROAD RACER)	12.99
JAGUAR XJ 220 1MEG	10.99	CLASSIC COLLECTION	
KICK OFF 2	7.99	(BARBARIAN 2, GREMLINS 2, COLOSSUS CHESS, WORLD CHAMPIONSHIP SOCCER)	11.99
LETHAL WEAPON	13.99	LINEKER COLLECTION	
LOTUS 3 1MEG	13.99	(ITALY 1990, GARY LINEKER'S HOT SHOT, FOOTBALLER OF THE YEAR 2, INTERNATIONAL SOCCER CHALLENGE)	9.99
NIPPON SAFES 1MEG	19.99		
MATCH OF THE DAY	9.99		
MICROPROSE GOLF 1MEG	15.99		

All prices include UK postage etc. No other charges.

SS and SSH Clubs have now been giving continuous service on computer games for 10 years since 1983.

For full catalogue, club details and buy back prices send stamped SAE to:
SOFTSELL (ACT) MAIL ORDER, 32 DURSLEY ROAD, TROWBRIDGE, WILTS,
BA14 0NP. Callers welcome in The Shopping Mall, 19 Church Street, Trowbridge.

BUS STOP PD

85p PER DISK

DISK CATALOGUE
50p & S.A.E

GAMES

WIBBLE WORLD GIDDY
BLACK BELT
PETER'S QUEST
QUIZMASTER
SQUAMBLE
BATTLE CARS
GRAND PRIX SIM
Q-BIC
TOP SECRET
AMOS CRICKET
POD
DYNAMITE DICK
NUMERIK
NAKAMOTO
SOCCER CARDS
THE RIGHT WAY
TETRIS GAMEBOY
CATACOMB
GOLDEN FLEECE
SUPER TWINTRIS
TRANSPALANT
DR WHO
BALDY
MICROMARKET
LITTLE WIZARDS
SAVE THE TREES
BUCK ROGERS
BOMB JACKY
AMOS LOADSAMONEY
FRUIT SALAD

UTILITIES

AMIGA FOX
500+ EMULATOR
1.3 EMULATOR
AUDIO MAGIC V2.0
ICON DESIGNER
GRAPHICS RIPPER
IMPLORER V4.0
SUPERKILLERS
HOME ACCOUNTS
ANIMAN V3.0
SHOW STD
SID V2.0
LITTLE OFFICE
CODERS DISK 1
DR MAG
LYAPUNOV

1200 WINDBLEND
1200 UTILITIES
1200 FAKEMEM
1200 SPECCY EMULATOR
SPECTRUM EMULATOR V1.7
MAVERICK COPY V5.0
FREECOPY V1.8
TEXT ENGINE V4.0
BUS STOP UTILITIES 1
BUS STOP UTILITIES 2
ACTION REPLAY V1.5
1200 ACTION REPLAY
SPECTRAPAINT

MUSIC/DEMO

GUNS 'N ROSES
IRON MAIDEN
SAFE SEX
AMIGADEUS
EDD THE DUCK
COMPUSSYLATION
G RAVE
NAPALM DEATH
VAN HALEN
MAGNETIC BEATS
PACKET OF PEACE
BAGPIPE FRENZY
YAMMA YAMMA
BOWIE
CLUBMIX 3

ANIMS/SLIDES

THE PRISONER
GULFWAR
CREEPSHOW 2
GARFIELD 2
ROCK ALBUM
CATS
TOLKIEN
WILDLIFE
CRAZEE GLOO
CHER
HIGHLANDER SWORD
FERRARI
BONDS LAST STAND
BRUCE LEE
MANGA

GLAMOUR

PAULINE

GIRLS OF SPORT
ERIKA ELENIAK
SABRINA
SAM FOX
BO DEREK
MARIA WHITTAKER
MADONNA - SEX
KATHY LLOYD
BLONDE BEAUTIES

PLEASE DECLARE OVER 18
WHEN ORDERING GLAMOUR
DISKS. ALL THESE LISTED
ABOVE ARE 500+/600/1200
COMPATIBLE

POST AND PACKAGING 50p
PER ORDER

ALL DISKS ARE VIRUS FREE
AND WILL BE DESPATCHED
WITHIN 24 HOURS

THE CATALOGUE DISK
INCLUDES GAME CHEATS,
GOSSIP AND CLASSIFIEDS.

PLEASE MAKE ALL CHEQUES
AND POSTAL ORDERS
PAYABLE TO:
BUS STOP PD
AND SEND IT TO:
BUS STOP PD
2 WYCLIFFE TERRACE,
GILMORTON ROAD,
LUTTERWORTH,
LEICESTERSHIRE.
LE17 4DX

EUROPE POSTAGE 25p PER
DISK. REST OF THE WORLD
50p PER DISK. ALSO CHEAP
ACCESSORIES AND GAMES

500,000 COMPUTER GAMES

SURPLUS STOCK SELL-OFF!! TOP SELLING GAMES From only £1.00 each!!

AMIGA/ATARI ST/PC/C64/SPECTRUM/AMSTRAD

JUST SEND ONE FIRST CLASS STAMP TELLING US WHAT COMPUTER
YOU HAVE AND WE WILL SEND YOU A FULL LIST OF AVAILABLE
SOFTWARE AT PRICES YOU JUST WON'T BELIEVE TO:

SURPLUS SOFTWARE SELL-OFF
DEPT. AA, NO.1 SATURN HOUSE, CALLEVA PARK,
ALDERMASTON, BERKS, RG7 4QW.

THIS IS NOT P.D. SOFTWARE, ALL GAMES ARE SHOP SURPLUS

NEXT MONTH...

Now that the new year is steaming ahead full steam, so to speak, if you will, we see no reason to lessen our relentless pace towards Amiga mag perfection. It isn't an easy road - full of pitfalls - but we know you think it's worth the effort. It is to this end then, that we, your servants, here have been flogging ourselves to death to bring you not only reviews of **TORNADO**, **DARKMERE**,

AMBERMOON and **CYBERSPACE**, but also the best in guides. How does **CANNON FODDER** grab you? What about **GOBLINS 3**? Not even reviewed the game yet, we know, but we don't mess around when the bit's between our teeth. Later then, yeah?...

AMIGA ACTION

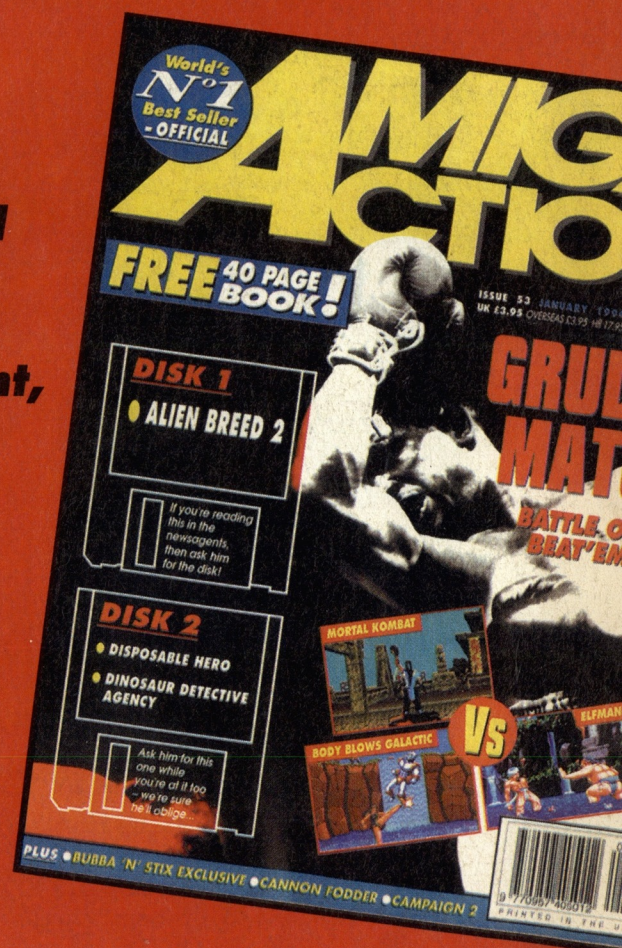
OUT ON SALE 10TH FEBRUARY

GROCCERS

Groccers. A fine breed of people - always there to serve our fruit and vegetable needs, even on bank holidays. But they still don't compare to the good old newsagent, now do they? Where else can you order your favourite Amiga mag. Spoil yourselves you tinkers and hand this to your local news chap. Please Reserve___ Deliver___ my copy of **Amiga Action** each and every month.

Name: _____

Address: _____





**WHEN THE STREET JUST AINT
TOUGH ENOUGH...
GO PLAY IN THE PARK**

IF IT'S NOT JURASSIC PARK™ IT'S EXTINCT

**JURASSIC PARK
GAMEPLAY HELPLINE**

ALL CALLS ARE CHARGED AT 36 PENCE PER MINUTE CHEAP
RATE AND 48 PENCE PER MINUTE AT ALL OTHER TIMES.
THE MAXIMUM LENGTH OF A CALL WILL COST £2.45.
PLEASE OBTAIN PERMISSION TO CALL
FROM THE PERSON WHO PAYS THE BILL.

CALL: 0839 654154

AVAILABLE IN THE UK ONLY
ALL CHARGES AND SERVICE CHARGES APPLY AT TIME OF PRINTING 24.7.93
OCEAN SOFTWARE LTD, 2 CASTLE STREET, CASTLEFIELD,
MANCHESTER M3 4LZ, ENGLAND
FOR ENQUIRIES TEL: (061) 832 6633, FAX: (061) 834 0650
S.O.D. HELPLINE UNIT 26, THE CHASE BUILDING, FRYER STREET,
HOLDSWORTH, WY1 1ET

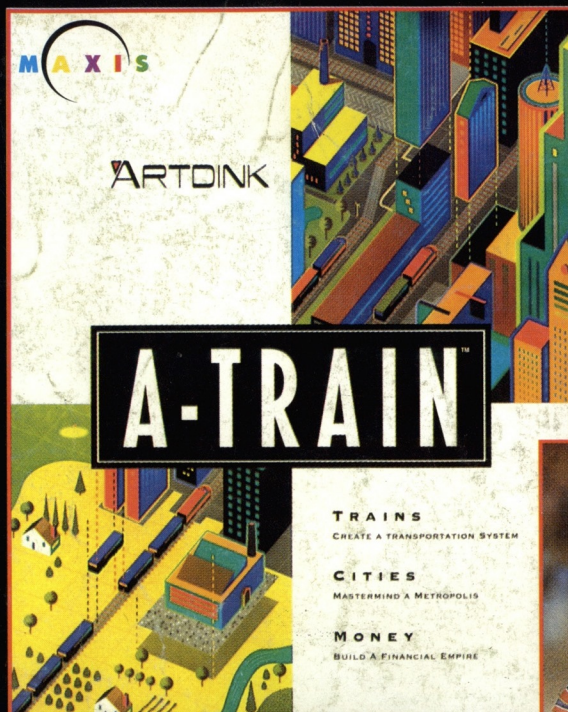


**PC COMPATIBLES
CBM AMIGA**

**GAME BOY
SUPER NINTENDO
ENTERTAINMENT SYSTEM**

**Nintendo
ENTERTAINMENT
SYSTEM**

JOIN THE SQUAD... PLAY AMIGA HITS



MAXIS

ARTDINK

A-TRAIN™

TRAINS
CREATE A TRANSPORTATION SYSTEM

CITIES
MASTERMIND A METROPOLIS

MONEY
BUILD A FINANCIAL EMPIRE

THE (RAIL) ROAD TO RICHES! Cities all over the world are masses of idling, polluting, honking cars.

We need mass transit - but local, state and national governments haven't been able to make it work.

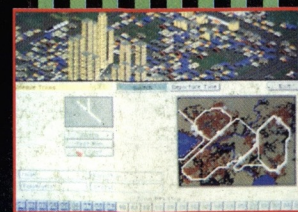
If you can create and operate a successful privately held mass transit operation, you'll do the world a service and reap huge financial rewards - but that's only the beginning....

"Exciting graphics & tons of gameplay." AMIGA ACTION

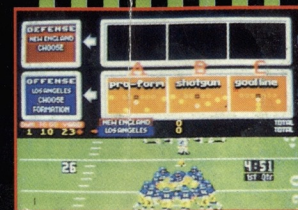
"One of the best strategy games available." AMIGA POWER

1 7 . 9 9

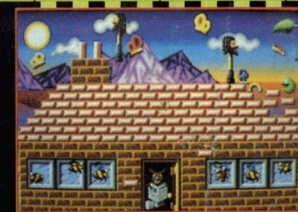
Created by Artdink. Trademark & Copyright 1991 Artdink and Maxis. All Rights Reserved worldwide.



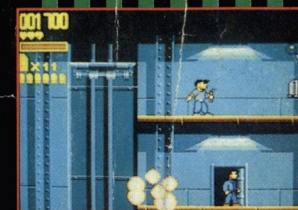
A - T R A I N



J O H N
M A D D E N
A M E R I C A N
F O O T B A L L



W I Z K I D



L E T H A L
W E A P O N

All the hard-hitting action of real American Football. The scrolling 3D playfield captures the speed of the real game, with total control of any player, from quarterback to kicker. IsoVision™ passing camera zeroes in on receivers racing down the field - choose plays with ease from Madden's on-screen playbook.

* Block tackles, dive, jump and 'sack' the quarterback!

* Real weather conditions - tough it out in the rain, mud and snow.

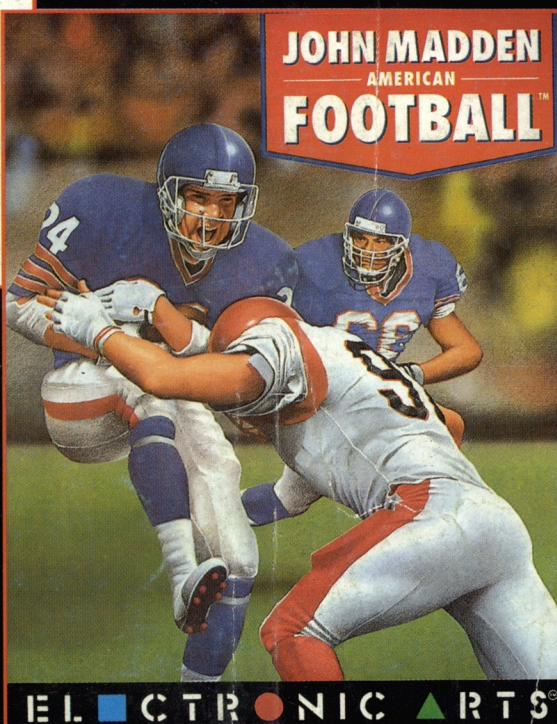
* 1 or 2 players - play head-to-head.

"The best American Football game on the market..."

"... what more can I say but brilliant." AMIGA COMPUTING - 90%

John Madden American Football™ and Electronic Arts are trademarks of Electronic Arts. © 1988, 1993 Electronic Arts, Inc. All Rights Reserved.

1 2 . 9 9

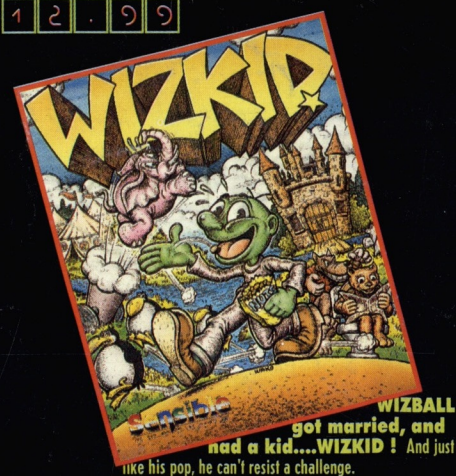


JOHN MADDEN
AMERICAN
FOOTBALL™

ELECTRONIC ARTS®

9 . 9 9

1 2 . 9 9



WIZKID

WIZBALL
got married, and
had a kid....WIZKID! And just
like his pop, he can't resist a challenge.

Niffa, the feline family friend, has been catnapped, along with Wizball and Wizard. They've all been thrown into the dungeons of Zark's castle - except Niffa, who has been imprisoned in the Turtle Jail. Got all that? Good, and that is just the start of your adventure in this totally original...well, it's kinda cute, a bit of arcade... yeh, it's the best bot'em up on the software scene. Go for it! Gorge yourself on a feast of crazy, zany graphics and a gameplay that will have your joystick pleading for mercy and your ma screaming "Your dinner's still hot 'cos the bin's on fire!"

"Very addictive & challenging."

CU AMIGA - 90%

"Exciting, excellent... this offers hours of fun."



LETHAL WEAPON

TWO COPS
- BOTH LETHAL!

A multi-level shoot 'em up based on aspects of all three Lethal Weapon movies. You can choose to be either one of the two high fire-power cops.... each having his individual strengths and weaknesses!

There are many missions to complete, including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the gameplay. It's mean, fast and...LETHAL!

Very addictive & challenging.

CU AMIGA - 90%

"Exciting, excellent... this offers hours of fun."

"LETHAL WEAPON", characters, names and all related indicia are trademarks of Warner Bros. Inc. © 1992



HIT SQUAD
2 CASTLE STREET · CASTLEFIELD
MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650

Screen shots taken from various computer formats